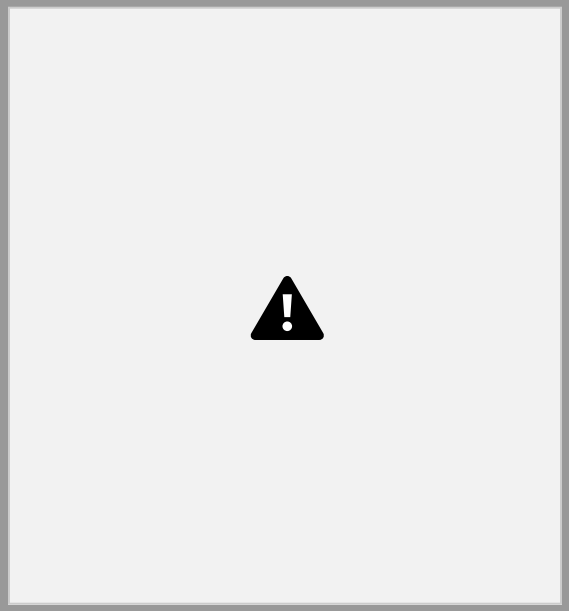
The Wayback Machine - https://web.archive.org/web/20231220205509/https://docs.google.com/document/d/18Jpm8EWC2wG2noqvXBnz3zyzDKTIJK9zbdleB3IdXuA/edit

Game Pitch:

Forged in the dark is a dice system made by John Harper through their creation of Blades In The Dark, a game about playing a group of daring scoundrels and thieves in a dark Victorian city where the sun never rises, and criminal enterprise is rampant.

It mechanically diverges from the near ubiquitous understanding of tabletop rpgs as games that run on a d20 system with crunchy rules and laws needing to be managed, but often just end up getting ignored by the larger playerbase. Forged in the dark instead uses a d6 system with a focus on group dynamics, group storytelling, and fluid gameplay and roleplay integration.

In games inspired by Blades In The Dark, this one included, it is often the case that the players are a part of some group or organization that they manage or otherwise steer the direction of through their actions, alongside the actual playing of their characters in moment to moment scenes.



For our purposes, players will be creating a Fixer Office, a group of individuals known as Fixers, who's day to day job is, fortunately or otherwise, the brutal business of odd jobs offered to them by the residents and corporate entities of The City. It's not honest work, nor is it easy, but it's necessary and inevitable for folks to take up a profession like Fixing when The City threatens to destroy all who live within it, either by way of it's crushing, seemingly infinite economic depressions for those unfortunate enough to live outside of The Nests, or by way of the horrible people and monsters a place like The City breeds. Regardless, it pays hand over fist compared to the wages corporate drones and other less fortunate souls are given, and that allure of fast cash is often enough to keep the Fixer market full of bright young things and daring-do types wanting to make something of themselves in the dreadful urban nightmare they live within.

As a game, players take on this role by determining the work their fixers take on, undertake said jobs by whatever means they deem necessary, and then manage the rewards of wealth and experience against the cost of merely existing in a man-made mecca seemingly inhospitable to decent human folk. Just because you fight monsters and save kittens from trees doesn't mean you don't have to pay rent, you know.

So grab your gear, sign your life away, and pray your insurance holds well for your loved ones once you've passed, because a Fixer's life rarely ends in anything but conflict. But you'll be damned if you let yourself go out quietly. Better to die a fixer than go hungry and homeless.

Base Mechanics:

In Dark Distortions, whenever a player wants their character to do something narratively significant, or something that may have a certain level of risk or uncertainty to it, then a few things need to happen.

First, the player says what they want their character, known as fixers, to do in the narrative. Second, the group determines which **Attribute** is best for representing that action mechanically. Then the game master gives the player a **Position** and **Effect**, describing the danger and likelihood of positive outcomes through those mechanics. Then the player takes as many 6 sided dice as they have points in the corresponding attribute previously chosen, and roll them in an attempt to succeed at the action.

Dice results are loosely fixed in Dark Distortions, meaning the numbers on the dice correspond to general states of either failure or success. A result of 1-3 means total failure. A result of 4-5 means partial success. A result of 6 meaning a full success, and if you have two or more dice, rolling two 6's means you've critically succeeded. See the table below for a quick rundown of what those mean more concretely.

Dice Result	Narrative Result
1-3; Failure	Your character is unable to achieve their goal in a meaningful way. More often than not, they've also made the situation worse, or have otherwise suffered decisively for their failure.
4-5; Partial Success.	Your character accomplishes what they set out to do, but there's a complication. Maybe something unexpected throws a new wrench into the mix, or an existing threat puts even more pressure on the office as a whole. A bit of give and a bit of take.
6; Total Success	Your character achieves what they want without issue. You can't really complain about the result. A textbook execution.
Two or more 6's; Critical	Your character achieves what they want and more. You've gone above and beyond in this moment, and have shown a certain level of mastery and skill that your allies and enemies will not soon forget. You

Success	firmly take control of the situation.

Mentioned earlier were the topics of **Position** and **Effect**. These are what describe and influence the narrative state in which a role is made. **Position** describes the perspective being rolled from. If your character is being stared down by a viscous distorted monster with exceptional combat abilities, and your back is against the wall, that's a far more dangerous position than say asking around with the locals to try and get simple clues for a contract. **Effect** meanwhile describes how useful or, well, effective a certain action is likely to be. Maybe the terrible distorted monster from earlier doesn't quite care too much when you stab it; you could stab it for days and it still wouldn't notice. But perhaps the old grandma is more likely to open up to an empathic and kind approach while shutting down and becoming uncooperative in the face of interrogation and intimidation.

Knowing both the **Position** and **Effect** before making a roll is critical to wisely navigating encounters. See the tables below to get an idea of the different levels for each.

As for attributes, they are discussed in detail in a section about what characters are made of, and how character creation generally works within Dark Distortions.

Position Table

Position Rating	Narrative Explanation and Mechanical Consequences
Controlled	Failure here means relatively little. Your position for the rest of the encounter may become risky at worst. At best, not much really happens; a lost opportunity, or a lost bit of time. The player making the roll is generally safe regardless of outcome.
Risky	The general standard for most rolls. Failure means sustaining damage or suffering meaningful consequences that impact the scene either immediately or in the future.
Desperate	The situation has turned sour for you, and you are at risk of losing total control of the matters at hand. Life and limb may be at risk, where failure means heavy damage or similarly big consequences. Fortunately, great fixers never reached their stations by playing it safe. Mark 1 xp in whatever attribute category you use to roll at a desperate position.
Overwhelming	The weight of the world is bearing down on you. It's do or die; now or never. The GM is advised to reserve this position rating for climactic and poignant moments during the game for a variety of reasons. For one, it also grants experience the same way Desperate position does, but it also grants a

	point of **Emotional Actualization**, assuming the fixer survives of course. While an Overwhelming position is not always brought about during a fight, it most often is; cases where it isn't may involve the dissolution or destruction of the office's HQ, or the loss of a character's loved one or friend. This the position to imply at moments of extreme narrative importance.

Effect Table

Effect Rating	Narrative Explanation and Mechanical Consequences
No Effect	Well, you certainly *could* try to fit the round peg in the square hole. Yes, I'm certain it's quite possible to jump off of a thirty story building without any assistance and live. It's not worth rolling, and only exists as a means of telling the player that they obviously would not be able to this. It can be used as a means of reinforcing the threat certain persons, and particularly, distortions have, as they tend to be very resistant or downright immune to certain things.
Limited	Whatever it is the character is trying to do, it isn't very useful. Sometimes it's the only option though, and a negligible result is still better than no result. It may even buy you the precious seconds and space you need to do something extraordinary in the longrun. Either way, don't expect any meaningful changes.
Standard	Per the name, it is the most common of the effect ratings to be at. You can expect to do whatever anyone might be expected to do given the circumstances. Your strategy will work just fine, though it isn't necessarily the best method. Nothing to sneeze at.
Great	You've found a weakness to exploit, or gained a position of superior strength and are exploiting it well. You can expect to turn the tides in your favor so long as you roll at this level.
Extreme	Time seems to slow and still, your heart and mind act with one singular purpose. The world may be bleak, but what you are about to do is going to leave a bright mark on the course of history; one that cannot be ignored or erased. This effect rating should be reserved by the GM for poignant and epic moments in the narrative where the player makes a decisive, and likely final move to end a conflict or scenario with their side coming out on top. You gain a point of **Emotional Actualization** when rolling at this effect level.

Important to note is the fact that you can actually increase your effect by **"trading"** position! This simply results in the worsening of effect for the betterment of position. For example, you can go from Controlled position to Risky in order to

turn a limited effect action into a standard effect action! Think of it as taking a greater risk in search of greater glory, or making a desperate play in a critical moment.

Some other rolling based mechanics you'll need to know relate to certain actions. They don't use position or effect though, so the results from them will be more directly explained in their respective sections.

The only roll that's gone unmentioned is the **Fortune** roll, which can take the place of any normal attribute; it amounts to a roll of pure luck and chance. For that reason, it does not use position or effect, and is to be interpreted under the group's discretion. Examples of when a fortune roll may be appropriate and how they should be used are provided later on.

Clocks:

Up to this point, described actions all happen instantly via a single roll, however, actions in this system can also be represented through protracted mechanics for protracted narrative effort. This is where **Clocks** come into play. It's a simple system that uses a pie chart of, typically, three to ten pieces, where a piece of it is filled up either as part of a consequence for failure or success, to represent progress being made. Clocks can be bigger than ten of course, but three is as low as one should go, due to the rate at which progress is gained.

Clocks can be negative or positive, of course. A negative clock might represent the time it will take for a lumbering atrocity to find you, while a positive clock might track the time it takes to crack a complicated safe using delicate and discrete methods.

When rolling, progress towards a clock can be used as a consequence for failure or as part of the goal that the fixer is working toward. For clock progress, assuming you're rolling an action to affect a clock at a standard position, the easy rule to follow is this:

A total failure should only grant one zero progress on positive clocks, and two progress to negative clocks. A partial success should give two progress for positive clocks, and one for negative clocks. A full success should grant three progress to positive clocks, and no progress toward negative clocks, remove negative progress, or delay future negative progress on a future roll. Crits are special cases by nature, and normally grant five points toward positive clocks, while potentially eliminating negative clocks.

Of course, those rules are just guidelines. Ultimately, clocks are a tool for the game master to put pressure on the players, and to better represent long term project styled actions, and other protracted efforts, in mechanical terms. They can be created as a consequence, or as part of a fixer's action for working toward a goal. Some mechanics such as **downtime actions** explicitly involve them, and, technically, every character comes built in with a recycling progress clock in the form of the **Heal Clock**, which is used for recovering **Harm**, a mechanic that will be covered later on. Otherwise, clocks should be utilized as the game master and play group sees fit outside of those explicit scenarios.

Below are some examples of what these clocks look like, though, of course, for sake of ease, you could represent them using a simple 0/8 method, if you wanted to make an eight piece clock.

Game Phases:

A session of Dark Distortions is played in phases that determine the more direct mode of actual play, and frame the narrative actions that take place during those phases. There are three phases that occur during the game, and they cycle out in order. This excludes the "end of session" phase, which, of course, simply occurs whenever a group decides to stop playing for that day, and the "session 0" phase detailed below, as "session 0" isn't really a full session. Going in order from the first session you should begin any game with to the end of session one, the phases entail the following:

Session 0:

The first session of any game of Dark Distortion should begin with a session zero. It is the foundational first meeting of the players, and is used to set the groundwork for the game going forward. Four things must be resolved during session zero in the suggested order:

1. What is the name of the office you'll be joining or founding?
    - If you're joining one that already exists, what is the office known for? Does it have any claims to fame? A reputation, good or bad? Who runs it? What about the other fixers? Does your group comprise all of the employees working for that office, or are there more veteran hands on board?
    - If you're founding a brand new office, how are you founding it? Does it merely exist on paper, run on a shoestring budget of hopes and prayers, or was your group able to scramble some capital together in order to get an actual office for your group to operate out of? Who's the leader of the group and head of the office, if anyone?
2. What is the goal of the office you are joining or making? What do you as players want to get out of the game? What story do you want to explore?
    - This will help guide the kind of stories the GM player will be making, and give a springboard expectation for player characters in terms of what jobs you can be expected to take on. A fixer office focused on corporate espionage is obviously not going to need many monster killers. Though, with how things have gotten these days....
3. What general character concepts are in play? What is everyone looking to do playbook wise?
    - Character creation should generally be finished for all players during session 0. The section on character creation will detail the process later on in the rulebook.
4. What are the lines and veils the group wishes to respect?
    - Lines and Veils is a concept coined by Ron Edwards, describing a method of determining what the playgroup is and isn't willing to cover in game; themes they want to stay away from, or things they'd rather narratively gloss over.
        - For example, a play group is likely to decide that detailed discussion of sexual content or acts in game is not welcome at the table whatsoever. This is a line. You don't cross it. Another player may say they don't feel all that comfortable discussing in game events and details surrounding the brutal murder of a child. They are ok with it happening in the game, but don't want to hear every detail about what became of that poor child's corpse. This is a veil, it obfuscates the more gruesome, triggering aspects of a topic, but doesn't deny its existence. Not all groups need these lines and veils, and some groups may call them something else, but either way, do's and don'ts should be discussed in session 0, especially in

a game like this given it's generally dark and gritty subject matter and the fictional setting it is borne from.

Phase 1 - The Office:

The office phase should be the start of any session, assuming your prior session didn't have to be cut short during the middle of another phase. It is essentially the housekeeping phase where the characters go about the mundane and droll but unavoidable matters of life. They pay their rent, they make sure they've fed all of the mouths they're responsible for, and they do the less glamorous work that being a fixer entails; *paperwork*. Fortunately, the players themselves won't have to bore themselves to death with such acts during this phase. Instead, they get to make a few choices related to various resources at their disposal. The resources will have a larger section down below which will detail them further, but they will have a short list up here to give an idea of what you should be doing, and what resources you should be concerned with, during this phase of play.

1. **Death and Taxes:** Every third office phase sees the fixers spend personal **Resources** in order to meet the cost of living and operations for their office, or end up homeless, which comes with a variety of negative consequences, if it wasn't obvious.
2. **Stress and Strain:** For every **Office Phase**, all characters gain two **Downtime Actions** to take during the office phase. They can be used in a variety of activities, all of which will be detailed in a future section on **Downtime Actions** .
3. **Gadgets and Schemes:** Acquiring assets is an important part of preparation and long term maintenance for your office. If your equipment isn't right for the job, you'll have a hard time getting paid. Unlike in other Forged In The Dark systems, acquiring assets and spending resources for gear doesn't cost a **Downtime Action** so long as you're buying something that would be somewhat readily sold in the dystopian City, so feel free to spend as much as you want, so long as you end up making rent come every third **Office Phase**. A future section will discuss the kind of gear fixers can acquire, as well as guidelines for playgroups to use when making their own gear, as Fixer's are known to heavily customize and personalize their tools of the trade.
4. **Coffee, Tea, and Cigarettes:** If the players want to have a bit of casual interactions between their fixers, showing some of the more light hearted moments of this grim and brutal business, now is the time to go about it. No rolls should really be needed for this, just take some time to flesh out your characters; an optional bit of banter and teambuilding, hardly necessary to playing the game, but worthwhile if the mood strikes you as a playgroup.

This phase, like all phases, ends when the party feels it should, or more specifically here, when all downtime actions have been spent.

Phase 2; The Hunt:

The hunt phase is named as it is for two reasons; two sorts of hunts often take place during it. There is the more tame hunt for work, where the office fixers search for jobs and decide what contract they'll be taking on next, and the hunt for clues, targets, and trails leading to their objectives outlined in the contract.

As a general rule, it can be wise to focus on just having one contract at a time, especially if the office is a fledgling group made and run by the players. If the players want to be a part of a more established office or larger organization, perhaps they are assigned to various tasks depending on what the organization thinks will be the best. Obviously, the matter of the mission should be discussed out of character first and foremost to make sure everyone is actually interested in pursuing the contract, regardless of the narrative reason it's being received. Regardless, if the group wants to take on a few contracts at once, it may be a smart idea to link all of them together, narratively speaking, like pieces of a puzzle, or to have them be things that have a bit of a time buffer on them, in the sense that they don't need to be completed immediately. This ensures the group will get a chance to do everything they feel interested in doing.

Inversely, the group can go the route of offering a multitude of contract requests that the office receives, but will only reasonably be able to fulfill a handful of them. This can lead to interesting narrative consequences as certain matters get out of hand while others are handled with ease. Either way is a valid way to play, but both change how the hunt phase works in a more direct sense:

Mechanically, the hunt phase is the time spent where the office fixers take action to prepare for the job itself. Maybe you're calling on allies for information, or doing some on the ground investigation, or maybe you're sticking up a local thug after learning he may be related to the problem. Whatever the case is, your actions will naturally be guided by the details of the contract, and this is where the office fixers will be making the first rolls of the session that involve position and effect.

Obviously, a preliminary investigation or a bit of general prep work is considered wise, but it can also make things worse. Asking the wrong questions or just generally screwing things up with risky and poor rolls can make the job harder before you've even started it. In short, while there are almost zero risks to be had during the office phase, the hunt phase often includes risks related to the job to come, as well as resources like stress or harm that the players may be willing to risk in exchange for information and set up offered during the hunt phase. Details on harm and stress will be explained in a later section.

Whenever the office feels it's done enough then, it's smart to move on to the contract phase. No need to linger when there's work to be done.

Phase 3; The Contract:

The contract, simply put, is the job itself. In other games you sing a similar system, the objectives may be more vague, or otherwise determined by the characters. In the case of this game, the objectives are instead given by npcs; the player taking on the role of the storyteller or game master guiding the narrative. Often, contracts have strict clauses and agreements, and that's no different for fixers. Everything is done to the letter, anything less is a failure of the contract, anything more is wasted, at least, as far as direct payment goes. The matters of reputation and infamy will be explained in a later section on threats and goals of a fixer office.

Either way, you're here to do a job, and your clients expect it to get done.

In the prior phases, time is handled semi linearly. A few days may pass during any given prior phase, and actions don't always have to happen in narrative order, or right after the other. Not so here; the contract phase is about the moment to moment action, the meat of the session, the time when sparks fly. This is where you take down targets, execute plans, see the contract fulfilled, or likely die trying.

There's not much to say about it then, save some tips for the group:

1. Be swift, be snappy. Don't get bogged down in details that don't set the mood, provide context, or give the fixers opportunities to act.
2. Focus on the action, the stakes, keep moving forward.
3. When the job's done, take a moment to frame the consequences, make sure everyone's on the same page.
4. Then, ask if you want to keep going. You may only be expected to work to the letter, but a little extra legwork goes a long way for building good relationships with your clients. Or maybe you despise your clients, so you don't even do the job right, but just make it look like you did. Either way, settle the matter of payment and secondary objectives before leaving.
5. Stay alive. Optimally. Finish the job if you can, but if it's your life or a bit of cash.... Well, it's your call to make.

Once a contract is complete, it's time to settle payment. Usually, it is entirely agreed upon at the signing of the contract, which is to say, when the players agree to take it on. But to claim anything is done fairly and purely in the city would be a

claim borne out of ignorance, or it’s just a straight up lie, so make sure you’re being paid your dues. Then it’s back onto the Office phase, and, eventually, your next job. No rest for the wicked, not until they’re dead.

Character Mechanics: What Fixers Are Made Of

The process for making a character in Dark Distortions is designed in such a way as to make the experience easy to work with at first blush while offering layers of depth and complexity as the character advances during the game.

In order, it is best to choose a playbook based on your character concept and mechanical intent/desire, followed by allocating attribute points, and then fleshing out the character with tertiary details that will be discussed later.

Before making these choices however, it is important to understand a few things: What attributes are and how they work, the ways in which your fixers can be harmed mentally and physically, how they change and develop over the course of a Dark Distortions game, what a playbook is and why it matters, and ultimately how to bring all of these mechanical elements together to form a satisfying character.

All of these topics will be explored in detail in the following sections.

The Measure Of A Fixer’s Ability: Attributes, Resistances, and Rolling Dice

Attributes Explained:

As stated before, Dark Distortion uses a D6 system, where you roll a number of dice equal to the attribute rating, or “pips” a character has in any given Attribute.

An attribute is akin to something like strength or dexterity, they are categories of skill which measure any given character's ability in various fields. In Dark Distortions, and other Forged In The Dark systems, Attributes are divided into three categories.

They are **Prowess**, **Savvy**, and **Technical**, and each of these categories contain four distinct attributes.

Prowess encompasses attributes focused around physicality and brawny skill. It's attributes are:

1. **Skirmish:** Face an enemy head on in melee with focused force. You bob and weave your way through a brawl to get at a target, though Maneuver might be better. You ambush an enemy to end a fight before it starts, though Skulk might be better. You wield a strange or obtuse melee weapon, though Reason or Operate might be better.
2. **Maneuver:** Rely on careful footwork to navigate dangerous terrain, or make a mad dash in a chase. Nimbly dodge detection from automated security systems, though Skulk might be better.
3. **Ruin:** Throw all of your force behind a terrible strike. Devastate an object or location with furious blows. Overwhelm an opponent with sheer force, but Skirmish might be better. Employ explosives and heavy duty equipment to cause serious damage, though Forge or Operate might be better respectively.
4. **Endure:** Fight through immense pain or come to the defense of another. Run a fleeing enemy down through determination alone, though Maneuver might be better. Remain grounded in reality through force of will, though Reason might be better.

Savvy houses the attributes focused around wit, quick thinking, social intelligence and cautious skill. It's attributes are:

1. **Skulk:** Stalk someone from the shadows. Observe while remaining unseen. Stealthily traverse The City's architecture, though Maneuver might be better.
2. **Influence:** Manipulate someone into spilling secrets. Convince a powerful individual that your plan is sound, and your prices fair. Ensure an ally that your partnership is mutually beneficial, though Collaborate might be better. Argue with an expert to assert a more preferable truth, though Reason might be better.
3. **Collaborate:** Consort and cavort with locals and other fixers; learn of recent gossip. Revitalize the spirit of a friend in a stressful situation. Lead your comrades in battle and provide tactical insight, though Skirmish or Reason might be better.
4. **Dominate:** Exert control over a situation through your presence alone; assert yourself as the most powerful in a group. Interrogate an individual and force them to spill, though Influence or Reason might be better. Intimidate your foes into a retreat, though Ruin might be better.

And **Technical** is reserved for attributes that deal with complicated and specific skills, typically requiring special training, education, or experience. It's attributes are:

1. **Operate:** You take command of machinery, and use less than straightforward tools effectively. You drive a vehicle you are unfamiliar with, or otherwise drive in a dangerous situation, though Maneuver might be better for smaller vehicles. You discern the purpose of tools and machinery, though Reason or Forge might be better.

2. **Reason:** You use logic to solve a puzzle, define the complexities of a problem, or understand scientific and occult matters. You investigate the aftermath of a bloody murder to figure out what happened. You read into vague details of a meeting to derive the truth of a political or social matter, though Influence or Collaborate might be better respectively. You wield strange and bizarre technology uncommon to the average City Dweller, though Operate may be better.
3. **Forge:** You repair or create a gadget for use. You hack into a computer network or create a chemical concoction, though Reason may be better. You clear a jam in a firearm, though Shoot might be better. You tactically dismantle an object or person with acutely applied force, though Ruin might be better.
4. **Shoot:** You use a firearm to attack an enemy with an aimed shot. You do a trickshot to impress or intimidate enemies, though Dominate may be better. You fire wildly into a horde of abominations closing in on you, though Skirmish or Ruin might be better. You use a complicated or esoteric ranged weapon, though Reason or Operate might be better.

Rolling Attributes In Game:

As seen above, attributes can be used to perform a variety of actions! However, in cases where it is stated that "X" might be better, then that can be represented by a change in mechanical effect rating, or a change in narrative outcome. For example, attempting to attack an enemy using **Ruin** while using a fencing sword or dueling blade might have lessened effect compared to using **Skirmish.** This can be simply explained by the fact that **Ruin** is used when a fixer is using their full strength while throwing caution to the wind, which isn't what that sword is made for. A far more appropriate option for **Ruin** would be a greatsword, or a mace or hammer, and even then, the narrative result of attacking with those different weapon types, even if at the same effect rating, are very different. A sharp enough blade can cut off a limb, and yes, a mace or hammer *could* dismember someone, but more realistically, it'll break their bones and bruise them first. Furthermore, **Ruin** isn't a very good option when using a more straightforward and destructive weapon when your intent is to take someone down non-lethally.

The variety and extent of narrative actions you can take with these attributes is thus up to the imagination and limitations of any given table! If your game master and player group deems something to be reasonable, and it falls within the general ballpark of what the attribute is used for, then go for it!

On a more mechanical level, Attributes utilize an aforementioned "pip" system to eas[illegible] shown below, displaying the "Prowess" attribute category:

As you can see, the attributes in this category have quite a high skill rating!

It is unlikely that your fixers will sport such heavy attributes early on, especially if it's the only category they excel in, but this spread is used to provide an example and explanation of the mechanics.

Take note of the black and white dots. A black dot is filled in, and marks the rank. White dots are empty, and show the potential for improvement. Each attribute is capped at a max rank of four.

Let's look at Ruin at rank one, and work our way up to rank four with Maneuver. With one pip in Ruin, a fixer with these attributes can roll one six sided die, or 1d6 for short. With Skmirhs, they can roll 2d6, with Endure, 3d6, and with Maneuver, 4d6. Note, that when you roll dice on an attribute you have a pip in, you always take the highest result, so having 4d6 to roll for any given attribute is extremely powerful! Your chances of rolling a six, and thus fully succeeding without complications, are quite high!

But what if you have zero pips in an attribute? Well, it is not just possible, but guaranteed that your fixer will begin the game coming out of character creation with at least one attribute they have no rank in; or, at least, it's extremely likely. That's fine though, as not every fixer is expected to be good or even competent at everything! Fixing is mercenary work, and often rewards specialists who can market their skills better to higher graded offices and wealthier clients in order to get bigger paydays!

But that doesn't mean you won't be rolling anything at a zero pip rating. Sometimes, fixers just have to try and do something they're bad at. Maybe they've been caught out and are about to be shot up by Thumb Soldatos, and yet they have no maneuver or endure? In this case, the fixer is sadly caught out of their element, and is likely to suffer greatly for it, because when you have no pips in an attribute, you roll 2d6 and take the *worst* result rather than the best!

A wise fixer would say to never get caught out like that in the first place, but a realistic and experienced fixers knows that you're bound to end up in a sticky situation more often than you aren't, and that while you can't realistically prepare for every outcome, you should be prepared to roll with the punches The City throws your way, no matter how hard they hit.

While failure can often equate to harm and blunders inflicted onto your character, moments like this add to the tension and drama, and give games of Dark Distortions the edge that Project Moon's fictional works have always had.

And it's not like you can't succeed without ranks in an attribute either! Sometimes, moments where you roll 2d6 to take the worst end up with you rolling two sixes, and those can be some of the most memorable moments at the table.

It’s too bad you can’t crit when you roll 2d6 and take the worst…. You can only crit when you get two sixes on a non-disadvantage roll.

Resistances:

Another important factor to consider in relation to attribute categories is how they themselves are statistics which are rolled in specific cases: Said cases occur when you want to resist a consequence.

For example, when you fail a roll or partially succeed, the game master may tell you that, while trying to pick a lock, you successfully open the door, but the pick you’re using to jimmy the lock open breaks, leaving behind clear signs of a breakin.

If you don’t want that to happen, you can just say “no,” by stating you will resist the consequence. Of course, it comes with a cost! The game master will ask you to roll a number of dice equal to the number of attributes you have at least one rank in per category based on the original roll.

In the prior example, you would have rolled skulk to pick the lock, and so you roll a Savvy resistance check. Looking at the image beside, the character in question has two skulk and one influence.

They have three skulk, so they rolled three dice to pick the lock initially, and ended up with a partial. Now that they want to resist though, they won’t be rolling three dice again.

Instead, they roll only two dice, because they only have pips in Skulk and Influence. If they had a point in Collaborate or Dominate, then it would be three dice, and so on.

But when should you use the different resistance categories? Refer to the examples below as a guide:

A consequence suitable for a Prowess resist could be…: Suffering a level of harm. Being Physically Moved. Succumbing to debilitating chemicals or toxins. Failing to land an attack or destroy your target. Getting caught up in a brawl, unable to escape. Breaking your weapon during an attack. ETC.

A consequence suitable for a Savvy resist could be...: Losing one's cool in a negotiation or conversation. Being discovered through a disguise. Accidentally insulting a would-be ally. Coming off as goofy rather than intimidating. Looking like a fool. Fumbling a covert chase and being spotted. ETC.

A Consequence Suitable for a Technical resist could be...: Succumbing to perception altering substances or anomalies. Failing to jury rig or hotwire a vehicle or machine in the field. Jamming your gun, or otherwise botching a shot. Bungling an esoteric rite or spell. Losing control of complicated or otherwise unwieldy tech. Being emotionally influenced by outside, supernatural forces. ETC.

So what do we do with the result of a resistance roll then? It's simple, but a bit different. Instead of having total failures, partial and full successes, your character simply suffers six stress for resisting the consequence, and is now rolling to see how much stress they are reducing that hit by.

So in the example, now that they've declared to resist the consequence of their skulk roll, the fixer now rolls two dice and gets a four. Because they declared a resist, they suffer six stress, but since they rolled a four, that six is now reduced to two. Thus, only two stress is actually taken as cost, and the lockpick no longer breaks in the lock.

Narratively, this can be seen as your character recognizing that a mistake has occurred, or is about to occur, and rectifying it by putting that much more effort into their work in order to reconcile things in their favor, and that takes a toll on their emotional state.

For reference, the least amount of stress you can take from a resistance roll is zero by rolling a six. Rolling two sixes on a resist roll does nothing special.

A final note about resistances: While they are actively chosen as a result of trying to deny a consequence on your own fixer, they can also be taken on during a **protect** action, in where your fixer, figuratively or literally, leaps in the way of the danger and takes the consequence upon themself. Narratively, this action can only be taken if it makes sense; a fixer a hundred feet away from another being struck by a foe can't reasonably take the hit themselves, nor can a fixer in a different room reasonably shift a social consequence away from an ally who just botched a negotiation.

Engagement Roll:

One of the more important mechanics which involve dice in this game is the **Engagement Roll**, which sets the tone and baseline level of complication for any contract.

When the **Contract Phase** begins, before any immediate actions are taken, this roll is made as a means of determining the general position and difficulty of the task at hand. Unlike almost every other action taken by players, no attribute is used to determine what the dice pool is; instead, a few questions need to be answered to determine how many dice someone should be rolling.

You'll find these questions below, separated into two categories: The first deals with **Advantage** questions, which, if answered positively, **grant a die** to the total. The second contains **Disadvantage** questions, which, if answered positively, **remove a die** from the total. Once all questions are answered, you sum up the numbers and roll the final amount. Just be aware that the starting value should **always** be **one** die, representing the general preparedness and professionalism of your fixers.

Major Advantages:

- Is the contract particularly bold or daring?
- Do your fixers know a critical weakness of the target(s)? Does your plan strike at that weakness?
- Is a **Partner** assisting you in some way? Do you have other temporary forms of aid?
- Is the contract of a threat rating below your office's own suggested threat level?
- Are there extenuating circumstances or other factors which, by chance or design, assist your fixers in completing the task at hand?

Major Disadvantages:

- Is the contract overly complex, or is your plan reliant on circumstance?
- Are your fixers misinformed, or do they lack a general understanding of what the contract wants them to do? Is there no solid plan in mind on how to complete this contract?
- Is a **Rival** interfering in this contract? Is another antagonistic force assisting your target, or otherwise hindering you?
- Is the contract of a threat rating above your office's own suggested threat level?
- Are there extenuating circumstances or other factors which, by chance or design, complicate the situation overall, or make certain courses of action impractical?

By answering these questions, your playgroup will be able to figure out how ready your fixers are for the challenges ahead, and thus represent this through the result of the roll by way of **starting position**.

As detailed prior, every roll outside of fortune rolls and, yes, engagement rolls, have a **position** and **effect**. The engagement roll then determines what the starting, presumed position for any contract would be. In dice based terms, it's simple:

- For rolling a critical success, two 6's, your fixers are so prepared that not only are they in a **controlled position**, but they already have an obvious and clear means of conquering the first obstacle.
- On a full success, a singular 6, your fixers begin in a controlled position; ready and raring to go.
- On a partial success, a result of 4 or 5, your fixers begin in a risky position. Things could go either way, and maybe luck could have been more on your side.
- On a failure, a result of 1 to 3, your fixers start at a desperate position; the universe conspires against them.

Notably, the results of this should **strongly guide** your storyteller or 'game master's' decision on what position to give you in the earliest sections of a contract. But they are not contractually binding. Different playbook abilities, assists, and the sheer practicality, sensibility, and risk inherent to whatever action you're looking to take which is worth rolling for may **worsen or better** your position when it comes time to throw dice. The engagement roll simply helps to set the stage and, more often than not, helps to spice up an 'easy job' by giving chances for the playgroup to throw errant spanners in their plans to deal with.

Fortune Roll:

Lastly, on the subject of attributes and rolling, if the game master and playgroup can't think of an appropriate attribute to use for a roll, say, when you want to check if a character got tickets to sit in the same train car as their quarry, it's best to do a **fortune roll** instead.

A fortune roll is just a standard 2d6 take the best roll, and is used to represent matters out of the players, or even any characters, control. It's a way of representing luck and chance, hence the name. Sometimes fortune favors you, and other times, you roll two ones.

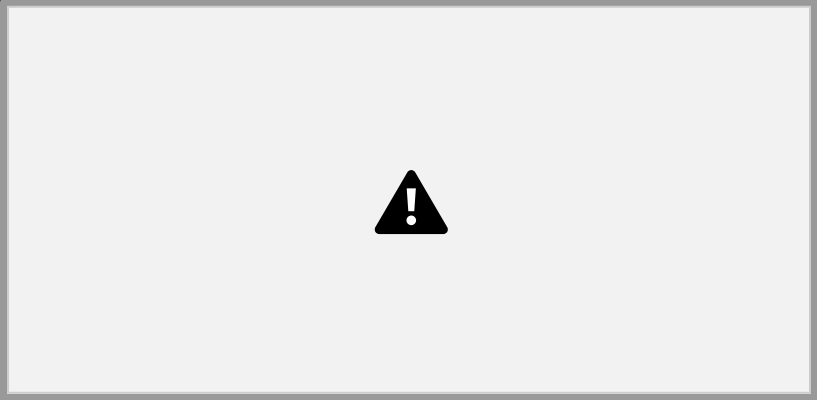
With attributes and rolling them now understood, there are a variety of other aspects of a Dark Distortion character that you'll need to understand before we move on to picking a playbook, which, in other RPG terms, is much like picking a class or job.

These matters include things such as **harm**, **stress**, **crisis**, **spectacle**, and **emotional actualization**, which are mechanics that all characters interact with. They are discussed below the following sections!

A Messy Business: Harm, Stress, and Spectacle

Harm:

Harm is a measure of a character's physical limits. The spirit may be willing, but the flesh, or metal if you're borged out enough, can only be pushed so far. Eventually, life exits through the eyes, no matter how hard your fixer wants to keep living, and most likely, they will die a violent and horrific death.



Of course, death is not always instant, more often than not, death by physical harm occurs after a series of injuries are inflicted upon a fixer. In Dark Distortions, harm is measured by degrees on a small and easy to read table seen below.

Here is how a characters harm will be measured on any given character sheet. It is divided into four levels, but only three are shown.

Starting from the bottom, level one harm represents small injuries. These are hindrances like minor illnesses, a bad bruise or sprain, or a lingering headache from blunt force trauma. They enforce a "l.ess Effect" penalty when a character takes an action that the playgroup believes would be negatively affected by the injury.

For example, a fixer might normally roll to chase down a fleeing target using Maneuver at a position of risky and an effect of standard, but because they have a "sprained leg" injury as level one harm, they now make that roll at a position of risky and an effect of limited. This represents the character struggling to perform as well as normal under the strain of the injury.

At level two harm, the fixer instead suffers "-1D," which, rather obviously, removes a dice from the pool the fixer intends to roll with. Level two harms are more severe, and instead of a sprained leg, it might be better to say that the fixer has suffered a slight fracture in their bones, or has had the leg mauled and partly shredded.

In another example, a fixer wanting to roll Operate to use an industrial crane as a means of creating a path for the office to follow deeper into an abandoned set of ruins in the backstreets might have three pips in Operate. However, they had been previously attacked by a perception-altering Distortion, which inflicted them with the “Hallucinating” injury. It may not be a directly physical wound on their body, but wounds on the mind, or other forms of debilitation, such as exhaustion and fatigue, have direct effects on a person's ability to complete tasks and act at their best levels. So, the playgroup agrees that trying to operate heavy machinery in a somewhat delicate manner would be something made more difficult by the fact that the fixer is hallucinating horrors and oddities on account of the Distortion, so instead, they only roll two dice rather than three.

Next, at level three harm, the fixer “Needs Help,” which simply means that they cannot make actions which require rolls without the assistance of an ally, or without Pushing Themselves. These are both mechanics which will be discussed in the stress section, so for now, understand that level three harm is akin to something near fatal, or otherwise incapacitating.

And, lastly, at level four harm, or above if the game master is feeling evil enough to threaten a fixer with it, the character does not suffer harm as seen above, but instead, dies. The attack they would suffer is instantly fatal. Maybe their head is removed, or their psyche is utterly broken by a Distortion’s mental attack, causing them to commit suicide on the spot. Whatever the case, level four harm is nothing to be trifled with.

As for how harm should be doled out to fixers, it is fair to give harm whenever a fixer partially or totally fails an action at any level, so long as the context narratively makes sense. In a prior example about failing to pick a lock, it would be rather strange to give a character a level of harm, so instead, a narratively appropriate result is better suited for it. But in the case of direct combat, more often than not, harm is the easiest and most obvious consequence to give.

When harm is given, you fill in one of the boxes at the appropriate level, and once that level is full, if you receive another harm at that level, the harm is upgraded to the next tier. You don’t have to have level one harm row full to receive a level two harm; however, a game master and playgroup can agree, especially at more dangerous positions, such as desperate and overwhelming, that higher harm ratings are more appropriate as a consequence.

Oh, and just to note, in instances where level three harm is suffered, it may be narratively appropriate to deprive your character of an appendage, limb, or other bodypart, such as an organ. You’ll need to spend an extra unit of Ahn come the next office phase to replace it; ‘hand me down’ and ‘salvaged’ components are always cheaper, around one unit of Ahn, while mechanized and biotic pieces tend to be superior and cost more.

Don’t worry though, in a situation when a group decides that a level four harm is warranted out the gate, say, against a color graded fixer, or an extremely dangerous star of the city rated Distortion, fixers can choose to resist the harm in the same way they would resist a consequence as stated above.

When a harm is resisted, instead of not occurring at all, the grade is lowered by one, unless it was already at level which, meaning it is negated. But if the lower grade rating of harm is full on your characters sheet, say, if you’re resisting a level three harm when you have two level two harms, then resisting it is no longer an option. Note, when resisting level four harm down to level three, the character gains a point of **Emotional Actualization.** Roll a 1d6 to determine whether or not it contributes toward **Awakening** or **Breakdown;** Odd’s are Awakening, Even’s are Breakdown.

Furthermore, harm, much like position and effect, should be given and considered based on the power imbalance and comparison between a fixer and the thing that is harming them. When two fixers of the same grade clash, it makes sense for a player to suffer level one or two harm on a partial success depending on the context, because the combatants are at relatively equal strength. The same could be said for a grade 9 or grade 8 fixer facing off against a Canard class syndicate member or Distortion. However, against a more dangerous opponent, such as an Urban Myth level entity, a grade 8 or 9 fixer might be more inclined to suffer level two or even level three harm, and this can be represented by a change in the position, or just by acknowledging the more lethal abilities of the opponent, while not further hindering a player’s ability to go toe to toe with it.

For example, a grade 9 fixer fighting off against an Urban Myth or Urban Legend syndicate gangster might immediately be faced with a level three harm if they fail or even partially succeed a skirmish roll against the target! But, it may be best for the group to keep the effect rating of the skirmish roll at effect level of standard, which allows for the fixer to do considerable damage back. While it can be appropriate to reduce the effect and worsen the position when facing off against opponents and threats of a higher grade, it’s often better to only increase or decrease one at a time, unless the target is several grades above the fixer. A grade 5 fixer should have no trouble trouncing a grade 9 in a duel, and Urban Myth level threats should only be a mild nuisance to them, so if players are fighting something of a weaker grade or ranking, they should have greater effects and less risk.

A majority of this on the side of fixers comes down to gear and skill level, which will be discussed in a future section, alongside the grade rating system of The City. For now, it’s safe to simply assume that this setting has a somewhat strict and more readily defined hierarchy of power and ability compared to other forged in the dark hacks, and the application of harm and the severity of consequences for failure against higher ranking things are just two of the more direct ways in which this system of hierarchical power is represented in the fiction, and in the mechanics of the game.

As for the matter of reducing harm, that will be covered in the **Downtime Actions** section, which was previously mentioned in the quick rundown of the **Office Phase**. It involves filling a four piece clock, which, when completed, reduces all harm by one level. The clock is then reset for further use, so don't get too nervous about taking a beating unless it outright kills you. Your fixer can always recover, so long as you're careful.

Stress:

Stress is the second most common way a character will rack up "damage," though, unlike harm, it has no mechanical effect until it reaches its maximum threshold. This is because stress is measured on a scale of zero out of nine.

When you reach **nine stress**, you suffer a Crisis, which has its own mechanical effects that relate to emotional actualization, but that will be discussed in the following sections. For now, when it comes to stress, there are two important rules that should always be kept in mind when conceptualizing stress:

1. Stress is almost never given, it is an opt in cost that is paid by the fixer. The only exceptions to this should take the form of Distortions or other anomalous and fantastical elements within The City. Otherwise, a fixer only suffers stress when they use a specific mechanic which has stress as a cost.
2. Stress is expected to be used, and it should be used liberally. While it can lead to Crisis, which has a more permanent and long term effect, it is not something that should be entirely avoided. In fact, a later mechanic, Emotional Actualization, encourages experiencing Crisis, and, in general, the way Crisis works, as you will see, is made with the idea in mind that any given character should experience it at least once. Besides, if you don't want to experience a Crisis at any given time, there are ways to reduce stress. It is a resource to be spent, risked, and managed, not hoarded.

So, stress is mostly defined by how it is used, and is narratively representative of your character's mental fortitude and stability. High stress can be depicted as sharpness in emotions, or even dullness in response to high stress environments as a means of coping. Low stress however can be shown as a character acting "normally," as they intend to. High and low stress state behaviors do not equate to a "true" or "real" representation of a character's ideals and desires, but, in the city especially, it is common for people to obscure their desires, lie to themselves, and each other, as a way of coping with the punishing hellscape they live in. More advice on character creation in the narrative sense will be offered later.

For now, let's focus on the uses for stress:

Resistances: As stated before, resistances are rolls based on the amount of attributes you have a pip placed in within any given attribute category. You suffer six stress and roll as many dice as your attribute has first pips in so as to reduce the stress damage in exchange for lessening or outright denying a consequence as a part of an action roll.

Pushing Yourself: When a fixer pushes themself, they take two stress damage in exchange for either one extra die, or a greater level of effect on the action roll they are currently making. This must be declared before they roll. If you are being assisted for a bonus die, you may push yourself for added effect, but not another die on top of the assist. The same goes for when you are being assisted for effect; you can only push for dice in that case.

Assisting An Ally: When a fixer assists another, they come to their aid by one means or another as narratively applicable. When they do, the assisting fixer, not the assisted, takes one stress, and the assisted fixer gains one dice or greater effect. True compassion and camaraderie are rare things to find in the city, so more often than not, fixers, and even normal folks, assist one another just as a means of survival, like animals in a pack; bereft of care and concern for the other's well being outside of how it affects their own wellbeing. But, when one does find true love, companionship, and or trust within another, it should be kept sacred and safe, more so than even one's whole worth in Ahn. Assistance must be offered before the roll is made by the target of the assist, and any given ally can be assisted by one person.

Group Actions: When two or more fixers want to have a go at a task that requires a group effort, this is the action you'll want to take. A fixer chooses to lead the action, stating the intent of the roll, and any other players can choose to fall in behind them and offer support. The leader then rolls their own dice pool for the action they intend to lead. Whatever the result is, keep it in mind, and then roll, one by one, each of the fixers who decided to opt in to the group action. At the end of it all, use the best roll result as the final result of the entire action, meaning if three of four players rolled a partial or full success, and the fourth rolled a crit, then the whole group action is treated as a crit! However, if anyone besides the leader fails in the group action, the leader of the group action suffers one stress per failed action. A leader does not gain stress for failing their own role, and once the group action is declared, there's no backing down for anyone; everyone who said they would roll has to, even if a crit, the highest level of success possible, has already been achieved. When deciding the outcome of a group action, consider the amount of participants and the result of the roll, and, of course, don't forget to set position and effect as normal for the whole group before rolling. As a general rule, group actions should be able to get more done than individual actions attempting similar or the same thing in the narrative. So, when a group succeeds or crits, they should be rewarded more, but when a group fails, everyone involved typically suffers. Thus, group actions aren't default better than standard actions, and not just because of the greater risk and reward, but because plenty of activities and narrative actions just don't make sense as group actions. Think logically and use common sense to determine when a group action may be appropriate.

Examples of group actions for every attribute:

- **Skirmish:** Lead a charge against a group of enemies or a singular foe, rally your allies in a chaotic brawl, though collaborate or dominate might be better.
- **Maneuver:** Move as a unit through a dangerous location and avoid hazards as a group, rather than risk anyone going it alone. Keep pace chasing someone or something as a group.
- **Ruin:** Smash up a whole room or building in a whirlwind of violence. Decimate a vast foe or crush a group of enemies with overwhelming and excessive force, rush a group of foes or singular target down, though Skirmish might be better.
- **Endure:** Hold fast against an enemy assault. Maintain formation and cohesion despite disruptive forces. Disengage from a losing battle with minimal losses and injuries, though maneuver may be better.
- **Skulk:** Trail a target across a large distance with various checkpoints and spy nests manned by several individuals. Case a joint from all angles to get a clear layout of the place. Move quietly in a group to avoid detection, though Maneuver may be better.
- **Influence:** Redirect a mob's anger and energy toward a different target. Do a group presentation before a board of Wing agents and representatives for why your office is the best for the job.
- **Collaborate:** Ingratiate your office with the local bar goers to gather gossip and intel. Form bonds of trust and camaraderie with another fixer office. Convince an untrusting individual of your intentions through a group effort.
- **Dominate:** Strike fear into entire crowds of enemies with a mass display of power and threats of extreme violence. Assert control over a dicey situation by pulling your weapons and remind your "friends" that it wasn't a request, but a demand, though influence might be better.
- **Operate:** Work several machines or complex tools in concert to achieve an industrial or specific goal. Drive a small group of vehicles with shared purpose, defensively or offensively.
- **Reason:** Work on a research project as a part of a contract. Put together errant clues and odd details to get a better idea of a mystery. Create schematics for a prototype device, or reverse engineer a complicated and advanced piece of tech or occult engineering, though Forge might be better.
- **Forge:** Put together a large or particularly complicated piece of tech for a gadget, weapon vehicle, or even an addition or repair to a building. Quickly strip a valuable machine or object for parts. Use combined efforts to "make a new door," though ruin might be better.
- **Shoot:** Fire in concert with other fixers to lay into a singular target from a distance. Create kill fields and overlapping zones of overwatch. Spot and mark targets from a safe and secret distance, though skulk might be better.

Now that you understand stress in terms of its uses, it's time to discuss the implications of what happens when you max out on stress, leading us to the topics of Spectacle, Crisis, and Emotional Actualization.

Spectacle:

Life in the city is hard, and often relatively short. If not short, then it often ends in unexpected and undesirable ways. The average citizen lives in a constant state of fear and loathing that at any moment, for any reason, a fixer, syndicate goon, abomination, or agent of the wings, could decide to end their life, or otherwise subject them to horrible torments. And yet, of course, life goes on, such as it is. But how?

Simply put, just like in our own, albeit more boring dystopia of a world, distractions are required to cope and ease the tension constantly laid upon the average person.

Fixers deal with this problem more acutely, as their work is quite literally a matter of life and death, not just in the pursuit of meager subsistence earnings, but in the face of terrible violence. Even the contract offices, sometimes called "notary offices," who primarily deal in vetting Wing contracts and legal documents for various political organizations and other offices, are not immune to the high lethality of the business. Signing off on the wrong contract, or screwing some group over in the fine print, might lead to your death down the line.

Simply put then, it should be no surprise that fixing is a type of work that practically demands you to have some sort of hobby or coping mechanism outside of your work life if you intend to keep your sanity; doubly so in the age of The Distortion.

This is where "Spectacle" comes into play narratively and mechanically. During the office phase, it has already been stated that you can take a variety of actions, and one of those that will be discussed here, but in a later section as well, is **Distract Yourself**. When you Distract Yourself, you partake in whatever spectacle your character so desires or prefers.

Unfortunately for you and your fixer comrades though, barely anything comes for free in The City. Partaking in a spectacle to Distract Yourself is liable to cost you Ahn, assuming you want something that can reduce stress by more than a point or two.

In the table below, you will find the list of base-game Spectacles, detailing their name, what goes on in them, their cost, and the amount of stress they heal, as well as if they can be undertaken as a group or not. Note, when a Distraction can be taken as a group, each person taking part must spend one of their two downtime actions, though the fee needs to only be paid once. Note that some activities heal a more variable amount of stress, while others heal either one of two possible options.

Lastly, be aware of other consequences using these facilities can have. Some activities can risk injury or threat assessment rating, but others can also have various rewards to be earned as an added bonus, such as a payout from gambling.

Spectacle:	**Cost in Ahn:**	**Stress Healed:**	**Description:**
Meditation And Relaxation	₳ 0	Roll 1d3; heal that many points of stress. Solo.	Take a load off, clear your mind. Rest and repair your mind with time, the healer of all.
Visit Your Favorite (And Cheapest) Eatery	₳ 2	Roll a 1d4 or flip a coin. On an even result or tails, heal 3. On an odd result or heads, heal 4. Group.	Despite the rusted and grimey interior, the food hear just hits different when compared to the more respectable diners. Sure, the cook serving it might give you the death stare, but the Jjimdak is to die for.
Enjoy A Sporting Pastime	₳ 4	Roll a 1d4 or flip a coin. On an even result or tails, heal 5. On an odd result or heads, heal 6. Roll a fortune die. On a total failure, your character suffers a level one harm: Sprained Appendage (Of the players choosing). Group.	Don’t kid yourself, you can’t just relax playing kickball in the backstreets’ ruins. You’re liable to get snatched up by some horror or mugged by low tier syndicates doing that. No, you’ll need to play in one of the dedicated Entertainment Complexes, run by various subsidiaries and branch corporations of J Corp. Unfortunately for you, the safety rules in these places are rather lax.

Enjoy a Peaceful Day Exploring A Nest	~~A~~ 0 If Office is located in a Nest or partnered with a Wing. ~~A~~ 2 For a day long Visitation Pass.	Roll 1d6. A result of one or two on the die counts as two stress healed. Solo.	If you are a resident of the nest, meaning your office is located within it, you're in luck! If not, expect to pay the "visitation fee" to enjoy the scenery and relatively clean air. You might even see a *real tree*! How exciting!
Try Your Luck Gambling At a Syndicate Den	~~A~~ 1	Roll 1d4. Roll a fortune die to determine your gambling results. On a partial success, you lose your cash. On a full success, you gain it back. On a total failure, you lose a second unit of Ahn due to poor decisions and a bit of coercion from the dealers. Solo.	Assuming you have no better options, IE, you can't afford a J Corp Mega-Gambling-Party-Plex Pass subscription, this is the only way to enjoy the thrill of gambling outside of rolling bones with your neighbors. Try not to piss off the hosts, even if you're visibly being cheated by the house, they don't take kindly to trouble makers.
Drink To Forget	~~A~~ 2	Roll a 1d4 or flip a coin. On an even result or tails, heal 4. On an odd result or heads, heal 5. Roll a fortune die. On a partial success, suffer a level one harm, "Hungover." On a full success, gain one special armor for your next contract called "Liquid Courage;" works against negative mental consequences. On a total failure, suffer level two harm "The Mother of All Hangovers." Pay 1 extra ~~A~~ to immediately heal "The Mother of All Hangovers" or "Hangover." Both	Most bars and watering holes are used to hosting a sizeable population of fixer clientele; you'll fit right in.

		are otherwise automatically healed at the end of your next contract. Group.	
Indulge a Chemical Vice	~~A~~ 3	Roll a 1d4 or flip a coin. On an even result or tails, heal 6. On an odd result or heads, heal 7. Roll a fortunate die. On a partial or full success, suffer no consequences. On a total failure, the next time you Distract Yourself, you may only choose to Indulge a Chemical Vice. Solo.	Fortunately, the technology of The City has advanced enough to eliminate the negative side effects of all commercialized drugs. Even the Syndicates are working with mostly harmless products. Don't think for a second though that they've engineered the addictive qualities out.
Go To Therapy	~~A~~ 4 If Office is located in a Nest or partnered with a Wing. ~~A~~ 6 For a day long Visitation Pass.	Fully heal all stress. Roll a fortune die. On a total success, reset all Emotional Actualization points to zero. Solo.	For one, therapy is outlawed in the backstreets. It is illegal to provide such treatment without a license granted by M Corp, and to obtain a K Corp therapeutic license, you must sign a waiver which prohibits you from practicing outside of a Nest. So, assuming your office doesn't reside in a nest, you'll have to pay the visitation fee and the actual cost of therapy itself. Regardless, once you're mid session, you can expect to experience a variety of verbal, physical, chemical, and neurological procedures and exercises scientifically designed to reduce anxiety and release tension from the body. You might even realize something about yourself that you had never considered before.
Accept and Complete A Prescript	~~A~~ 0	Roll a 1d6. The GM describes an action your character must take unless they wish to suffer level three or four harm. A roll can be requested for more complicated tasks, but first time acquaintances of The Index are often given	The Index is one of the Five Fingers, The City's biggest syndicates, which rule the backstreets. Its operations are entirely centered around "prescripts," strange and often absurdly specific orders given to members of the syndicate as well as civilians who seek succor and aid from the gang. They

		simpler and safer prescripts, while those who consistently complete prescripts will find themselves tasked with grizzly, vague, and seemingly impossible tasks. No one knows why. Perhaps it is a test of faith and loyalty? Regardless of the task, roll a fortune die. On a total failure, increase the office's Threat Assessment Rating by one, for you have unwittingly set in motion incalculably important events by way of the syndicate's intricate and alien plots. Completing this action three times across your whole office causes The Index to view you as an associate. Completing this action six times across your whole office causes them to consider you an ally. Solo.	often provide vast amounts of aid and assistance to struggling backstreets communities under the strict requirement that those within follow and complete the prescripts. Failing to complete a prescript often results in the death or dismemberment of the one charged with it. To what end the Index is working toward is anybody's guess, for it is not the Index's place to question the nature of the prescripts, only to follow them. The same goes for you, if you know what's good for you.

There is of course limitless potential for Spectacle options, but this is what is being offered in the base game. Feel free to homebrew your own Spectacles if you feel a character in your game might partake in something specific. Just remember these key rules: If it heals more than 1d4 stress, or can come with a benefit, it should probably cost something, or come with a chance for a negative such as harm.

Lastly, something to keep in mind that will also be touched upon in the next section about **Crisis** and **Emotional Actualization**, when you reduce more stress than you have, you lose a point of **Emotional Actualization**, starting with those which contribute toward the **Awakening** result. Narratively, this is explained by the fact that indulging in Distractions and The Spectacle is just a means of denying the horror of reality and hiding from the uncomfortable truths and contradictions created by The City and the powers that be. Thus, your fixers are denying aspects of themselves, and the truths of reality, by willingly blinding themselves with bread and circuses. This focuses on destroying Awakening points both to mechanically

encourage fixers to experience Crisis, but also to represent them lingering in denial, which contributes to the less preferred result of complete Emotional Actualization.

Raison D'etre, Crisis, Emotional Actualization, E.G.O., And The Distortion:

Reason To Be:

In life, it can be said that all persons find some kind of reason or create some sort of meaning in their life. These reasons and meanings don't have to be earth shatteringly significant, of course. Life is what one makes of it, and while nothing may intrinsically matter, it is imperative for humans to give value to the labor they do, from the daily grind of their work, to the small minutia required to keep the body operating; feeding and cleaning oneself. Without that meaning, that desire, that intent and goal to strive toward, people tend to become recluse and depressive; their locus of control is shifted outward, and they become a more passive observer of their own life for any number of environmental and psychological reasons.

The same can of course be said for those who dwell in The City, for their dystopia is intentionally quite similar to our own, while also of course being vastly different. Most people in the backstreets struggle just to survive, enduring horrible trauma and pain on account of nothing more than an unfortunate birth, and strict economic oppression. Meanwhile, nest dwellers, by and large, lead hollow and repetitive existences, consisting entirely of schedules pre-determined by the corporation which they must sell their souls to, if not metaphorically, then literally. This leaves a precious few who are both lucky enough to be born into wealth and or power, and ruthless enough to wield said wealth and power for their own ends, in positions where they can pursue higher levels of reason and desire beyond mere survival.

This, of course, does not mean that the average City dweller is bereft of desire; no, quite the opposite. The City is tailor made to tease out its inhabitants' desires, or, rather, it is designed with the intent to instill within those people *certain kinds* of desires, desires which self perpetuate the system in which they were created. Even so, The City and its seemingly all seeing and all powerful masters in the Head, Eye, and Claw, are not so omnipotent as to be able to fully curate the desires of the people.

The Seed Of Light, of hope, of imagination and creativity that shall face the fear of the present and past to build the future, it stirs in each and every City Dweller; your own fixers too.

In Dark Distortions, similarly to other Forged In The Dark Systems, characters experience events of heightened emotional duress and acuity when they max out their stress. Unlike those systems, however, Dark Distortions handles the mechanic in a more dynamic fashion.

In other systems, characters gain “Trauma” as a sort of mental wound which will haunt them throughout the rest of the campaign. When a character experiences too many instances of Trauma, they are removed from play, having mentally broken from the experience. In Dark Distortions, before even considering Trauma, we will consider a character's themes, motives, desires; in short, their **Raison D’etre**.

When designing your character, or otherwise just coming up with a concept for them, you should focus on a certain ideological concept or aspect of life. It doesn’t have to be grandiose or particularly high concept or complicated, but it can be, if you think you can do the idea justice. Speaking of, a very simple yet complex concept to use as a character’s **Raison D’etre,** or “Reason To Be, Reason For Existence,” etc.

For a more simpler approach to the concept of justice as a **Raison D’etre**, consider guilt and how it relates to your character. Maybe your character was a former syndicate member who partook in heinous acts any person would find reprehensible. Maybe they only dealt in criminal acts technically outlawed by the Wings and other powers in The City’s superstructure, but ones the fixer does not personally consider them immoral. Or maybe they were an innocent bystander convicted of a crime that they did not commit. Perhaps the act they partook in was not even a crime, but made them *feel* guilty, and deserving of justice, regardless of what other characters think.

With just one word coming to mind, justice, four quick and off the cuff bases for a character’s backstory and essence were derived, and certainly there are more! It can be as specific or general as you desire with your character, all that is required is that you somewhat commit to the concept; play it up with your character, have it matter to them.

In other words, don’t just role-play your character, but also play your character in their role, like an actor in a play, or a character in a written novel. The Project Moon fiction does take great inspiration from various pieces of classic and modern fiction, after all! So why not do the same when roleplaying in their setting?

In conclusion, try to come up with a solid concept to explore with a bit of depth to it; however much you think is comfortable. Then, take this concept or question or theme, and condense it to a question or two; put it on your character sheet under the section “**Raison D’etre**.” Lastly, consider how this question *could* be answered. You don’t need to have any set paths or multiple choices to pull on set in stone, but discussing some ideas for direction can help the game master and other players with playing off of your concept. It will help inform the rest of your character’s choices during creation,

possibly including attributes, aesthetics, archetype, and growth! Furthermore, it will play into the portrayal of their **Emotional Actualization, Crisis**, **E.G.O.** and **Distortion**.

Emotional Actualization:

Growth comes slowly and suddenly all at once. Some moments are only understood to have been pivotal in a person's development decades after it has passed, while others realize the moment of transformation and realization near instantly. The change itself may be gradual too, or perhaps it is more sudden. Regardless of the nature of change, part of the universal human experience is encountering situations, concepts, and individuals whose events, meanings, and actions inform and change our own behaviors and perceptions. Of course, as stated prior, some events may be more critical than others.

To focus on these critical moments of development, the Dark Distortions system uses **Crisis** and **Emotional Actualization** to determine the results of what happens when a fixer reaches their mental limits. We will be discussing the latter first, and Crisis second, as understanding how Emotional Actualization works will make Crisis easier to understand.

In short, Emotional Actualization occurs at any point when a fixer experiences a “big moment,” or “critical moment.” These tend to be moments of high danger, great success, terrible failure, or narrative development. When these moments occur, fixers are awarded with **Emotional Actualization Points** which contribute to one of two meters: **Awakening** or **Breakdown**.

Below you’ll find the triggers for gaining **Emotional Actualization** points, alongside which of the two meters the point will be contributing toward:

Emotional Actualization Points can be earned as….

- Consequence for critting on an action. (Awakening)
- Consequence for failure on an action at a desperate or overwhelming position. (Breakdown)
- Rolling at an overwhelming position. The result of the roll determines the type gained. (Partial or Full Success=Awakening; Failure=Breakdown)
- A Consequence of the **Distract Yourself** downtime action when selecting **Therapy**. (Changes Breakdown to Awakening)
- A Consequence of Resisting Level Four Harm. (Roll a 1d4, odds are Awakening, evens are Breakdown)
- Conditional By Your Playbook. (Awakening Or Breakdown depending on the prompt.)
- At The Game Master’s Discretion for Narrative Moments. (Awakening Or Breakdown)
- Consequence of overhealing stress. (Lose a point of Actualization, starts with Awakening Points)

Overall, a character may have up to **Ten** of each emotional point; for a total maximum of **Twenty** when both the **Breakdown** and **Awakening** meters are full.

The **Awakening** meter represents the fixers ability to actualize their thoughts and desires in a positive manner. It is the measure of their hope and unwillingness to give in to nihilism, to face the evils of the world and the many terrors that inhabit it with courage rather than fear.

On the other hand, the **Breakdown** meter represents the opposite. The more points a fixer has contributing toward **Breakdown**, the more they are ready to give up and concede a part of themselves to the woes of existence. Life is hard, triply so in The City, so it is hard to fault someone for giving into despair, seeking the self-serving and easy answers to the contradictions in life, but it is hardly something fixers should welcome nonetheless.

Most importantly, when your fixers experience enough **Breakdowns** or **Awakenings**, they either succumb to **Distortion**, or manifest **E.G.O.** For both results, the fixer can experience a maximum of **three** of each. On the fourth occurrence of either, the character is changed forever.

E.G.O. And The Distortion:

Upon experiencing the **Fourth Breakdown**, the fixer turns into a horrible monster, driven by alien and insane logic as they give into the worst aspects of themselves, and arrive at the most self-serving and cynical of conclusions to their **Raison D'etre**. In this state, the character is removed from the player's control, and becomes an obstacle to the rest of the office, and a threat to humanity at large. The only merciful thing to do is to put them down before they can hurt anyone else. The nature of the character's distortion is agreed upon at the time of their distortion, and should be influenced by their **Raison D'etre** and the conclusion they arrived at.

Upon experiencing the **Fourth Awakening**, the fixer manifests **E.G.O.**, a physical representation of their resolve of principles. Typically, E.G.O. is wielded as a weapon, worn as armor, or shown upon the body itself in the form of fantastical changes, or a combination of the three. When this occurs, the fixer's powers reach new and perilous heights, and it can be safely assumed that unless they are facing truly terrible threat, such as a highly skilled and graded fixer, or monstrously powerful distortion, then the fixer is liable to make short work of the problem. The abilities and powers of a character's E.G.O. are related to their **Raison D'etre** and the conclusion they arrived at. Overall, its abilities are agreed upon by the playgroup when it is first manifested.

Of course, this effect is not permanent, unlike **Distortion**. Instead, the player has two options. They can keep playing the character who has self actualized and manifested E.G.O., knowing well that The Hana Association, most other fixers, and even the agents of the Head, Eye, and Claw, will regard the character as an innate threat to the status quo. Or, they can leave the game for any number of reasons, disbanding away from the office to go their own way. Maybe they simply feel at peace with themselves now, and see no reason to struggle or fight anymore, wandering off into the outskirts to find rest. Or perhaps they are keenly aware of the threat they now pose to their comrades, as the Head and its subordinate agencies will now consider them, at best, a loose cannon, and, at worst, an impurity of the city who needs to be put down; mercy will not be given to those associating with the likes of them. Regardless of the reason, the character can be retired at any point as it feels appropriate.

For reference, when playing a character who has manifested E.G.O., instead of experiencing **Crisis** like normal characters, or even handling stress as usual, these fixers use a different method.

They still gain stress through normal means, but also have the ability to, once per contract, **Manifest E.G.O.** This costs three stress, and grants them the narrative abilities of their E.G.O. as agreed upon by the playgroup for the contract. Narratively, this can be represented by granting bonus dice to certain actions, or increasing the fixer's effect, as well as more creative abilities that border on supernatural powers. However the fixer cannot wield this power indefinitely. Every time the fixer partially succeeds at an action while Manifesting E.G.O., they suffer one stress, and suffer two when they totally fail an action. Furthermore, once they cap out on stress, they lose the abilities of their E.G.O. for that contract, and suffer a level two harm "Depleted E.G.O.," and the fixer is stuck at nine stress until the contract is complete, or they retreat from the action, removing themselves from the contract. The harm gained also fades at the end of the contract, even if upgraded to level three, and all stress is automatically cleared during the office phase.

Obviously, this ability is extremely powerful, and thus, it should be managed carefully between playgroups if someone intends to continue to play a character who has successfully self actualized. Still, the feelings of triumph, and the focus on overcoming immense adversity and despair should remain present when a character manifests E.G.O. for the first time. After all, it isn't easy to get to this point. A person is more likely to distort than they are to self actualize in The City; intentionally so. The Head, Eye, and Claw know their carefully crafted society would be irrevocably altered and shattered if too many people began to question the status quo.

Now that the **Emotional Actualization** and the mechanics surrounding it are understood, it is time to discuss **Crisis**, the system which serves as the catalyst for all of this to occur in play.

Fixers In Crisis:

When a fixer's stress reaches nine, the fixer's mind is full to bursting with emotion and anxiety. The world is taking its toll on them, and the fixer must make a choice at a junction; yet it is not so simple. Often, the choice is not for the fixer to make, despite them having free will, for fixers cannot choose the environment they live in, nor the experiences that define them. They can only give texture to that definition, and make sense of those experiences during and after the fact.

To represent this complicated and deep aspect of the human experience, Dark Distortions utilizes the Crisis system to determine the conclusion a person might arrive at when faced with such difficult choices and situations.

A fixer enters crisis by maxing out their fixer's stress bar, and when a fixer is in Crisis, the action in the scene is briefly paused (only after any dice related to the stress expenditure have been rolled) as the playgroup discusses the trigger for the crisis. Was the fixer pushing themself when it occurred? Were they resisting a consequence, and if so, what kind of consequence was it? Were they narrowly avoiding death, or was it something more banal and mundane; a straw to break the camel's back, so to speak?

Whatever the case, the player whose character is experiencing the crisis, and the rest of the playgroup must now weigh the **Emotional Actualization** score of the fixer, comparing the **Breakdown** points to the amount of **Awakening points**. If they have more **Awakening** points, they mark down having experienced **Awakening** once. If they have more **Breakdown** points, do the same for **Breakdown**.

In the event that the amount of **Awakening** and **Breakdown** points are equal, the playgroup decides which result is most appropriate based on narrative factors, such as the event which instigated the **Crisis**, and recent events in the story. If an easy decision can't be reached, you could always roll 1d6 or 1d4 and choose based on an odd or even result.

If the fixer has less than four **Emotional Actualization** points in either **Breakdown** or **Awakening** when they reach a state of Crisis, the fixer is always treated as having more **Breakdown** than **Awakening** points.

Furthermore, depending on which of the two the fixer experiences at that moment, three things will happen. First, the fixer sets their stress to zero, regardless of outcome. Second, if the fixer experienced an **Awakening**, the fixer heals one level of harm and is able to remain active, representing their will to overcome surpassing the limits of their own body. If the fixer instead experienced a **Breakdown**, the fixer enters a state of **Despair**. Lastly, regardless of outcome, the fixer resets the **Emotional Actualization Points** for both categories, but they keep progress toward **Manifesting E.G.O.** and **Distortion.**

When in this state, the game master has control of the characters broader actions, and in the narrative, their mind is in a fragile and erratic state. They may attack allies and enemies alike, flee from danger screaming to the heavens, succumb to numb silence and inactivity in the face of death, or throw themselves into even further danger until they **“Snap out of it!”**

To **“Snap out of it!”** the character begins a clock at **zero out of eight points**, and rolls their reason dice pool once after every action they are forced to take by the game master. For every fellow fixer who is taking narrative time in order to help their comrade gather their wits, either by calling out to them, restraining them, reminding them of what's important to them, etc, the Despairing fixer gains one die. Once the despairing fixer has completed the clock, they regain control of their character, and their stress is set to zero.

As pivotal as crises are to character development in Dark Distortions on a narrative and mechanical level, it is not the only way in which characters advance in power, or develop as people.

Money may not be able to buy true happiness in The City, and mastering skills in your field might not be enough to satisfy your psyche, but the advancements you can make with both often make life in The City much easier. That’s what the next section will be covering.

A Measure of Worth: Fixer Grade, Gear, Playbooks, And Advancement

Fixer Grade:

A fixer’s grade is both the most direct and simplest representation of their ability and experience, and it is one of the most obvious ways in which fixers hierarchically organize themselves in any given situation. As touched on before in prior sections, vertical stratification is rampant in The City; it is the modus operandi of nearly all institutions to construct themselves like pyramids, with less skilled and less important individuals at the bottom, and more powerful and experienced individuals at the top. Of course, where you are in the metaphorical pyramid also directly translates to the standard of living you are permitted to have, as well as the knowledge you are granted access to. For fixers, it is quite similar, though there is a caveat somewhat unique to their profession: The higher up in the “pyramid” of fixers you get, IE,

the lower your grade is, the more you'll be expected to take on dangerous work, and the more you'll be respected. Fortunately, the more dangerous jobs tend to have the bigger paydays, and some fixers of renown go on to profit not just from their contracts, but from things like sponsorships and merchandising agreements.

In general, noteworthy Fixers are either seen in a similar light to celebrities and rockstars, almost as if they were superheroes, or they are regarded with a quiet terror for the immense power they wield, and the brutality they have demonstrated throughout their career.

But your characters won't be noteworthy fixers. Not to start at least. They'll be somewhere near the bottom of the barrel, in the grade 9 to grade 7 range. Maybe one day they'll rise up to the lofty ranks of grades 3 through 1, but, like so many others before them, it is far more likely that they will die living in obscurity, poverty, and mediocrity. Still, it is important to understand the Grade system, as it encompasses much of the narrative space in which fixers operate on a social level, and somewhat informs a few mechanics as hinted at in prior sections!

The table below goes through each grade of fixer and describes how they might be perceived by others in The City, be they fellow fixers, representatives of wings and syndicates, or just your average citizen:

Grade	**General Conception Of Ability**	**Perception By Others**
9-7	Fixers of this grade are a dime a dozen. Their life is often worth less than the gear they do their work with, but the problems of The City are vast, and cannon fodder is always in demand. This is the level at which the vast majority of fixers operate, as many simply can't cut it at the higher grades, and either move on to a different career once they hit that wall, or become a bloody smear upon colliding with it. **Correlated Ranks of Threats:**	**Nest Dwellers:** "Oh, they sent you.... No, no, it's fine, just, are you sure you can be counted on...?" There is an air of distrust; they look at you like how they look at syndicate members. **Backstreets Residents:** "They just let anyone be a fixer these days, don't they...? The sweepers will be carting you off in a week." Rolling eyes, heavy sighs. The backstreets go through grade 9's through 7's like the sweepers go through corpses. **Wing Agents:** "Ah! Yes, *esteemed subcontractors*! It's good to see you. I have some *very important* business for you to take care of. *So important* that it might just jumpstart your careers!" Those poor fools were never seen again; they were tricked into taking on a suicide mission gussied up like their big break. All they were to the Wings were canaries in a cave. **Other Fixers:** "Watch where you step greenhorn. I don't have time to

	Canard, Urban Myth, Low to Mid Urban Legend.	scrape you off my boot if you get in my way." Hazing comes with the profession. The abuse toughens you up, wisens you up. If you can't take the heat from your "fellow" fixers, then get the fuck out of the kitchen.
6-4	Real fixers operate at this level. It isn't the most populated of ranges, but it is the point where fixers start to be considered as legitimate by their peers. It's also the point where you start getting some respectable work. You might even get asked to join an association! Stay frosty and you might ascend higher, though this is likely where you either retire, or die. **Correlated Ranks of Threats: Urban Legend, Urban Plague, Low to Mid Urban Nightmare.**	**Nest Dwellers:** "We heard you're reliable, so, I suppose it's good to see you…. Well, money is a bit tight these days, but if the problem is as bad as you say…." You're starting to be treated like a professional, not in the sense of being noteworthy or special, just in the sense that you actually deserve some level of respect. **Backstreets Residents:** "Guess we should thank you for kicking The Middle out of town for us…. They'll be back, I'm sure, but hey, I'll take a few months without having to pay 'protection money' easy." The locals nod their head at you and may even come to see you as a defender of the community. Or, perhaps, you are worse than the syndicates you've likely had to drive out in order to get this far. Either way, you have some street cred, and that's made walking around the backstreets that much less stressful. **Wing Agents:** "You've read over the dossier then, yes…? Good, good, we need this operation handled carefully…. It's not a matter of skill, we can afford much better in terms of skill. What we need from you is *discretion*." You're savvy enough to not be fooled by corporate charlatans and spin doctors, but you're still not worth much to the wings outside of obscurity. The wings are constantly at war, you see, and while that war is often fought in the shadows through less direct methods, it is a war nonetheless. And you might just become a part of it at this rate, because you're not so fresh as to be useless, but not so known as to be missed. **Other Fixers:** "How about a game; I win, next rounds on you, and if you win, the next rounds on me. What do you say?" Now that you've made it through your informal hazing, other fixers of similar rank are starting to treat you not like friends, but coworkers. Sure, there's plenty of *workplace drama* to go around, and offices "go to war" with each other all the time, but at the end of the day, you are all united in the work you do. So sit down, have a drink, shoot the shit, and relax while you can; this is this, and that is that.
3-2	Skilled fixers who show great	**Nest Dwellers:** "Greetings! It's an honor to have you…. Oh, straight to

	promise. This might be the peak of many fixer's careers, and, really, that's nothing to sneeze at. Retire while you can, because you're officially in the big leagues, where the pay is great, and the risk is greater. Many directors of middling offices were once at this grade rank, and may have fallen out of favor, or simply stepped down by choice. **Correlated Ranks of Threats: Urban Plague, Urban Nightmare, Low Star Of The City.**	business? Well, I guess you types aren't one for pleasantries; time is money and all that. Well, you see, it's kinda complicated, but my family can make it *very worth your while*." While Wing funded security teams handle the basic safekeeping of any given Nest, its veterans are fixers of associations and freelance offices who handle the more *complicated* matters that go on above the backstreets. Everyone might tell you up to this point that the nests are totally safe havens, but this is the point in your career where you realize that was a lie. **Backstreets Residents:** "We scrounge up all we could to pay for this, and sure, maybe it's not enough but.... You remember what it was like, right? Look, it's everything I have, and I really need someone elite to take care of this, ok? The whole block is desperate." You're officially "premium" in the eyes of almost every backstreets resident who isn't some syndicate kingpin or petty corporate contractor. You have started here, at the bottom, but where are you now, and how do you look at those below you? That will often color how *they* look at *you*. **Wing Agents:** "Good. You're here. Then we can begin." No nonsense anymore. You're too good to bullshit at this point, and it's refreshing to get a straight answer out of the Wings for once. Well, straight enough. The Wings don't *need* you of course, they have their own private armies, or piggyback off of R Corps Reindeer, Rabbit, and Rhino teams. Still, corporate training can only be so diverse and specialized before it starts cutting into profits, *and we can't have that, can we*? That's where fixers like you come in. **Other Fixers:** "Hey, hotshot! You're still kicking...? Ha! I knew you'd make it...! Say... is your office hiring? Or do you know a guy? Been looking to up my game, ya feel?" You're officially a veteran in the eyes of your peers. Sure, you may not be a grade 1 superstar, but you know the industry better than most, and that has the younger and less experienced fixers looking up to you.
1	Veterans at the top of their game. Skilled agents who leave a mark on the districts they work in and hail from. Many	**Nest Dwellers:** "Hey... hey I know you! I saw about you in the paper! You took care of that Urban Nightmare all by yourself! You're a legend, man!" Your presence is felt when you enter a room, and the people either love you or hate you. You're not as terrifying as a color, nor as famous, but a

	become directors of their own offices at respectable ranks, or go on to become high ranking officials in associations. This is the peak most sane fixers strive for, as to go beyond often requires an unsettling amount of commitment, and an abnormal source of power. **Correlated Ranks of Threats: Urban Nightmare, Star of The City, Low Impuritas Civitatis.**	local celebrity is still a celebrity. **Backstreets Residents:** "They've got yuppies coming down here? Sheesh, why don'tcha- Hey, hey! I'm sorry alright, shit! It was a joke!" The backstreets types are starting to distrust you. Unless you have a rather long and storied history of selflessness in the face of the ruin ever present of the backstreets, you're not likely to be welcome here anymore. They just aren't your people anymore. For better, or worse. **Wing Agents:** "Please, take your time, as much as you need really. I'm certain you'll make the right choice. A partnership like this can only be good for you, after all." You are not so beyond reproach like the colors that the Wings fear to tempt your power, or otherwise flex their own, and as such, you are a highly sought after asset. Expect to be bid on quite heavily by these types. **Other Fixers:** "Well, ain't you a sight for sore eyes, Director." If you aren't someone's direct superior by way of being the one running their office, most fixers still look at you like you could fire or hire them at any minute. You're a mover and a shaker in the industry, and your name gets tossed around in good and bad faith around the various bars and dives that fixers tend to frequent.
Colors	Forces of nature. Powerful, abnormal humans with terrifying ability. They often wield powers beyond the comprehension of your everyday fixer. You are blessed or damned to meet one in person. Pray they are never paid to come find you. They operate on a whole different level compared to every other fixer. They are the few who are likely to be remembered throughout the entire history of The City's life.	**Nest Dwellers:** "Y-Y-You're...! Oh my gosh! Can I.... Can I have an autograph!?" You are a walking idol to many, a living god to some, and a herald of death to all. Anybody who fucks with you is liable to end up getting carted off by the sweepers, assuming there's anything left. **Backstreets Residents:** "W-W-Woah! Easy, easy! I-I didn't do it, I swear! Promise! Y-You want money or...? What...? Y-Yes! Of course! I'll tell you everything!" The difference between a color fixer, a distortion, and an E.G.O. user, are few and far between for backstreets residents. You're all unpredictable monsters liable to end their lives or warp them beyond recognition; a bigger plague than the syndicates, really. Though, perhaps, if you champion the cause of the poor.... Naaaah, the Head doesn't let fixers with a heart like that get to this point. Not after Her. **Wing Agents:** "A-Ah! Yes! Mx.... O-Of course! We have everything prepared

	Correlated Ranks of Threats: Star of The City, Impuritas Civitatis.	just as you requested.... Oh? Oh, yes, yes, of course, that was just a spitball-price! We know you're worth *far* more than that!" There is a certain level of awe and jealousy about all of the Wing representatives who interact with you. You, a soldier, a mercenary, a mad dog on a questionably secure leash, have obtained something that can be called "true power," and the Wings have wanted nothing more than "true power" ever since they came into prominence. They hate that they can't control you totally, and loathe the fact that they need you. **Other Fixers:** "...." Silence follows. Then, usually, running. Possibly screaming. Fixers who lack a color don't speak to colored fixers unless spoken to. That's not out of respect, that's just what the veterans teach you out of a feeling of obligation; survival instincts like that aren't easy to come by when your first mistake is often your last.

Most importantly to be pointed out from this chart is the increasing class divide and prestige that comes with being a lower graded fixer. The closer one gets to the top, the more alienated they often are from where they came from, which, for a vast majority of people in The City, is the backstreets. However, in all cases, it should be noted that the Wings are never a fixer's friend, they are simply beneficiaries and backers. Assume no "gift" from them is given out of charity. At best, a fixer and a Wing are mutually exploiting one another for their own means, but it's more often the case that it is the Wing who is exploiting the fixer.

Furthermore, take notice of the correlated threat ranks such as Canard, Urban Nightmare, and so on. Think of this system as a parallel to the fixer grade system, one that will be touched on in a later section on the threats your fixers can expect to face.

What's important is not just this narrative framing of the fixer hierarchy, but also the mechanic of a fixer's grade as it relates to character creation.

When creating your fixers, due to the slight mechanical advantage being a higher grade fixer has with regard to gear acquisition and quality, it is advised that the playgroup all start at the same fixer grade. This ensures everyone is on an equal playing field to start, and can diverge and invest in terms of their character focus from then on. It is technically all well and good to have differently graded fixers at the start, especially if it's for narrative reasons, but if you want a difference in experience without a difference in mechanical balance, it's never bad to consider the fact that one of your fixers has fallen in

rank due to some bad history or a few botched contracts. Whatever the case, keep the dynamics the playgroup has in mind when first determining your character's starting grade.

Otherwise, grades can change somewhat fluidly within a game. Primarily, fixer grade is lowered or increased depending on the results of the **Contract Phase**. When your office completes a contract, depending on the threat level they faced measured against their current grade, assuming you fulfilled all the requirements of the contract, progress toward the next grade is gained. Once the progress clock for increasing your rank is filled, all the fixer needs to do then is dedicate **two experience points** toward increasing their grade the next time they gain experience. This represents the time and effort it takes to submit applications and go through various aptitude tests put in place by the Hana Association to prove you're really worth the higher rank. Fortunately, if you lose your grade, you only need to pay the xp cost once so long as you've previously been that grade before.

See the table below where the amount needed to progress to each grade, and the amount of progress gained or lost per contract, is listed:

Grade	**Grade Progression Clock**	**Progress Gained From Contracts**
9-8	0/4 | 4 Point Clock Per Grade	Canard (1 Point) Urban Myth (2 Points) Urban Legend (3 Points) Above Urban Legend (5 Points)
7-5	0/12| 12 Point Clock Per Grade	Urban Myth (1 Point) Urban Legend (2 Points) Urban Plague (3 Points), Above Urban Plague (5 Points)
4-3	0/18 | 18 Point Clock Per Grade	Urban Legend (1 Point) Urban Plague (2 Points) Urban Nightmare (3 Points) Above Urban Nightmare (5 Points)
2-1	0/26 | 24 Point Clock Per Grade	Urban Plague (1 Point) Urban Nightmare (2 Points)

		Star of The City (3 Points) Above Star Of The City (5 Points)
Colors	0/30 Reserve Points	Star Of The City (1 Point) Impuritas Civitatis (2 Points)

A few things to note above this chart! For one, this is meant only to represent the increase in individual *fixer's* grade, not the grades of their offices. That is handled differently, and will be discussed in the later sections on Office Management and Creation. For now, keep in mind a few things: For one, the higher grades such as 9-7 are intentionally easy to get out of, but that shouldn't be taken as a sign that those grades are superfluous. They are the hurdle that all aspiring fixers must overcome if they ever intend to make it anywhere in The City; a filter, so to speak. It is for this reason that it is advised to begin a game of Dark Distortions at Grades 9-7, to show those early struggles on the road toward potential greatness.

Lastly, as will be discussed in the next section on gear, fixer grade doesn't actually prevent you from using something of higher or lower grade than your own, it just makes acquiring things of your grade or lower that much easier. Speaking of gear....

Tools of The Trade: Gear, Gadgets, and Modifications

Like fixers and their offices, weapons and armor are also given a grade. In general, this denotes a difference in quality and accessibility, but not so much in terms of utility. A grade 1 sword, compared to a grade 9 sword, is still, ultimately, just a sword. Sure, it may be able to cut through grade 9 armor like it was wet paper, but the actual use of the item hasn't changed. Be aware, the only items to have a grade are considered either **Threads, Weapons, or Modifications**; all other items fall into the utilitarian category of **"Gadgets,"** and do not have a grade associated with them.

Thus, when it comes to cost, only **Threads and Weapons** are assigned grades, and, therefore, have variable price tags. **Gadgets and Tools** have no grade, and thus have static prices. Meanwhile, **Modifications** have no grade, and instead are explained in their own sections below. To explain how prices change between grades, a simple rule is followed: The base price for **Threads or Weapons** shown in the tables below remains static, while an added cost is applied to any **Threads or Weapons** above grade 9. **The specifics of how this increased price is determined and added on is discussed in a section below the Threads and Weapons tables.**

To that end, it should be noted that Dark Distortions offers a very large and wide selection of gear pieces to pick from, including weapons, armor, gadgets, and even vehicles or automata. But, as much as the system is made with this wide selection in mind, it is also very important to understand that the list is suggestive, not exhaustive.

This is because fixers in The City are known to generally customize and personalize their equipment to a gear deal, and in a cyberpunk, sci fi, and somewhat fantasy like setting such as this, getting a complete list of devices mercenaries such as fixers might use is just impossible. So, it is wholly advised that you take a look at the rules for gear and the example pieces of gear we provide, and tweak them as you see fit to suit your playgroups fantasy and desires when it comes to aesthetics and utility.

Firstly, before getting into the actual gear itself, the way fixers interact with gear needs to be explained first.

Load is a concept used to measure how heavily equipped any given fixer is. It comes in three ratings. **Light** is the lowest rating, allowing for **five slots** of equipment to be taken. **Medium** load allowed for **eight slots** to be used, and **Heavy** load allows for **twelve slots**. It should be noted that each slot does not actually equate to one piece of equipment, no, each piece of gear has its own **weight**, represented by how many slots it takes up. Beware, at higher load levels, the effect and position of various rolls, usually in the context of **Maneuver, Skulk,** and various other **social actions**, may be lowered or deemed impossible assuming you want to keep all of your gear on hand.

How is Load determined then? Well, at the start of a contract, it is declared which **Load Category** you are taking. You don't need to declare all of your items, but your **weapons and fixer threads (armor)** must be declared prior. This is not the case for **gadgets and tools**, which are supplementary devices and items that are simply called upon in the mission from your **Office Arsenal**. The **Office Arsenal** is just a fancy way of describing your playgroup's collective inventory, which is needed to account for any gadgets, weapons, tools, or armor pieces which you may buy with Ahn, but not take into a mission. As long as your character's playbook, your office's playbook, or your office's arsenal offers the item, and you have the open load slots for it in the contract phase, you can say that your fixer brought it in at the start of the mission and use it no questions asked.

To clarify, the items offered by your office playbook, if any, but especially so if they are an NPC run office/Association that your characters are simply a part of, are considered **Standard Issue** for your fixers. For example, **Skulks** might provide tracking devices as standard issue so as to make common jobs for fixers in Skulk offices easier. No Ahn cost is required to pay for them, it's just considered a part of the normal expenses your office pays at every third contract phase. The same can be said for any items granted by your character playbook, which should offer the majority of any standard issue gear. A

Gearhead, for example, wouldn't be caught dead without a mechanics toolkit; these standard issue items help characterize the playbook and lean into the kind of tasks they are likely to get involved in and excel at.

Meanwhile, there's a whole host of other items, plenty of which are from other playbooks or may be in use by other offices throughout the city, which can be acquired on the market, black or otherwise, during the office or hunt phase. Below are several tables detailing the template gear the system provides, followed by some tips and design rules for coming up with your own unique spins on existing items, or creating entirely new things.

Weapons:

Weapon Designation	Load Cost	Base Cost In Ahn	Description
A Deadly Fixer's Weapon	2 or 4	₳ 3	The most common type of weapon fixer's wield. A standard blade, an axe, a mace or club. Made to kill. Plain and simple, yet effective. Can be taken twice for dual wielding.
A Non-Lethal Fixer's Weapon	1 or 3	₳ 2	A blunted blade, or a heavy baton. All weapons can be wielded non-lethally, but you're guaranteed not to kill with a piece like this. Perfect for securing disorderly VIP's and leaving behind as little mess as possible. At three load it comes with built in shock capacitors for an extra kick.
A Ruinous Fixer's Weapon	3 or 6	₳ 4	Want someone dead? Want them reduced to a fine mist or red smear? Then use this. A two handed sword, a warhammer, a set of massive gauntlets. At six load, the weapon is bigger than the fixer themself, and is truly terrifying in power, if difficult to wield delicately.
A Hidden Fixer's Weapon	1	₳ 2	A finely sharpened knife, a pair of dusters, a set of rings that conceal hidden needle-like blades. Perfect for when you need to keep a low profile.
A Fixer's Rifle	4	₳ 2	Worth less than the bullets it's meant to fire, a club to beat someone with when you're out of ammo. When taken on a contract, the fixer must pay 1 ₳ for every use of bullets they intend to bring. When using its ammunition, the effect of attacks made against most enemies is raised by two levels.

A Fixer's Sidearm	2	₳ 1	Barely worth the plastics and metals it's made of, assuming you lack the bullets. But it's more concealable than its larger cousins. When taken on a contract, the fixer must pay 1 ₳ for every use of bullets they intend to bring. When using its ammunition, the effect of attacks made against most enemies is raised by two levels.
A Bizarre Fixer's Weapon	1 to 5	₳ 2 to ₳ 8	A suitcase containing a set of autonomous blades and butchering tools, a bo staff that can loosen into a serrated whip, a pair of shoes warped by strange technologies to be denser than concrete, yet light as a feather. Your imagination and budget are the limits; the city is always eager to oblige creative minds when it comes to supplying new implements of murder. The more complicated it is, and the more uses it has outside of killing, the more it will cost.
A Fixer's Small-Shield	2	₳ 2	A buckler or heater shield, a half-sized riot shield. It can be damaged in place of harm, used as **one point of armor**. Must be repaired for further uses. Requires a free hand to wield and be used in this manner.
A Fixer's Great-Shield	5	₳ 4	A full body riot shield, a personal palisade, a large slab of steel with a crudely attached handle. As much of a weapon as it is a means of defense. It can be damaged in place of harm twice, used as **two points of armor**. Must be repaired to be used again.
A Biotic Fixer's Weapon	N/A	₳ 5 to ₳ 10 or more	A set of bladed arms protruding from the fixer's back, a chitinous set of mandibles replacing the fixer's lower jaw, a claw-hand befitting a demon more than a man, a set of glands on a fixer's back that can release toxic fumes. Experimental biotics are costly, but effective. The more uses they have, in and outside of combat, the more it costs to acquire.
A Cybernetic Fixer's Weapon	N/A	₳ 2 to ₳ 6 or more	Cybernetic limbs with greater strength and durability, shoulder mounted weaponry, or even full body augmentation, saving the brain, which turns the fixer into a fully mechanized tool of war. Cybernetics are costly, but selling your old meat-suit often offsets the cost. Furthermore, it's often cheaper to by metal replacements, as your supplies know all too well that you'll be a repeat customer, assuming you can't repair your own body. Requires ₳ 1 to ₳ 4 to recover harm or narrative damage dealt to the fixer's cybernetic

			pieces; harm is covered instantly when paid this way. Otherwise, forge is rolled for any fixer in the office that wants to try and repair it; treat recovery as a normal 4 point harm clock when doing so.

There are two major things to take note of from above: For one, as stated prior, these are merely archetypes. You aren't limited to the narrative descriptions provided, aesthetics and flavor won't cost you extra. If you'd rather have a katana for your deadly fixer's weapon, or maybe even a spear, then go for it. As long as it's understood to mechanically have the same narrative effect, then customize and flavorize your gear to your heart's content. This applies for all gear, in fact.

Secondly, on the subject of cybernetic and mechanized equipment, the rule of repairs and how harm works in relation to it are as described above: Forge can be used in place of the normal fortune die, but the four point clock system remains, or you can pay the supplier for in-shop repairs, which always fully heal said harm. Importantly, if a fixer still has body parts besides their brain which are fleshy and biological in nature, then harm done to the cybernetic pieces must be marked with a (C) to denote that it is specifically damaging the mechanical parts of the fixer. Also, the cybernetic weapons are just **one piece of a full cybernetic augmentation procedure**. If you intend to fully go cybernetic with your fixer, you'll need to pay for the Fixer Threads equivalent as well, along with any other tools and secondary functions you'll want your chassis to have, assuming you don't get the most barebones rig possible. Those secondary functions will be

Lastly, the benefit of cybernetics is their replaceability. New cybernetics can always be added, and old pieces can be upgraded or sold off at a marked down price. This is in direct contrast to **Bionic augmentations**, or **Biomods**, which are permanent, though those don't require any extra costs or special rolls in order to heal harm done to them. As long as a fixer's heart still beats, biotic augmentations can be assumed to be functioning, unless the play group has ruled otherwise.

Also, going forward, keep in mind that the cost shown for any given item isn't accounting for the grade of the gear. Fixer grade and how it applies to equipment will be discussed after all of the tables have been laid out.

Fixer Threads:

Thread Designation	**Load Cost**	**Base Cost In Ahn**	**Description**	**Uses of Armor**
Simple Fixer Threads	2	~~A~~ 2	Hoodies, basic suits, shirts and pants of all kinds. Basic protective gear and general clothing made of relatively sturdy fabrics. Not only worn	1 (Phys)

			by fixers, some well off civilians with safety on the mind sport it. Wing representatives and middle management drones are supplied it on the principle of “protecting company assets.” Threads like these can take just about any form you can think of.	
Lite Fixer Threads	1	₳ 1	For when even the most basic of armor is too much, and the utmost discretion is required. Lite threads are often quite lighter and less dense than typical fixer threads. From skin tight bodysuits to the simplest of plainclothes outfits and styles, or even just standard civilian wear, this fit is best for jobs that need to be completed quietly. Offers little protection by comparison to its more common counterpart.	0
Heavy Fixer Threads	5	₳ 4	While all fixer garments are armor, most fixers tend to requisition gear that suits their aesthetic taste. Even lite threads can be made to blend in as normal clothes. Heavy threads like these though are bordering on military grade armor, and it shows. Bulky, thick, and tough as all hell. It weighs on any who wear it, but keeps them especially safe from bodily harm. It’s also much harder to disguise as anything but armor made for combat, no matter the looks.	3 (Phys)
Luxurious Threads	2	₳ 5	While fixers are expected to wear armor at all times given the nature of their work, there are some occasions that call for truly classy looks. This is just that, fine and fancy clothing. No gimmicks or tricks here.	0
Fixer’s Full Body Bio-Integration Suit	3	₳ 5	For fixers with extensive biotic augmentations, this suit allows them to better control and make use of their otherwise alien and foreign biological organs. While worn, increase the effect of actions taken using your biotic augments by one level. Provides no armor, and is quite expensive to boot.	0
Fixer’s Mechanized Body/Chassis	1 to 7	₳ 4 to ₳ 14	Fully body conversions can range from simple humanoid reconstructions with a skin-like cover to mirror a human form, to completely alien and downright vehicular designs. The limits of a mechanized body in The City come down to the limits of your wallet and imagination, but more often than not, it’s the former that’s holding you back. The more complicated and generally diverse in its use a full body conversion is, the more load it costs, and the more expensive it tends to be.	0 to 3, (Phys Or Mental)

			Note: Threads can be worn over simple and humanoid shaped chassis, but only if they provide no more than 1 use of armor.	
Hazardous Materials Suit	3	~~A~~ 3	The City is not exactly a clean environment. Even the Nests have their share of hazards borne of Wing negligence and corporate runoff, though most of it gets dumped in the backstreets or the outskirts. You'll want this to traverse the more toxic locales unless you enjoy coming out of a mission with more limbs than you started it with.	0
Reality Stabilization Suit	3	~~A~~ 6	With the rise of the distortion, S Corp has shown a part of their hand in regards to their very own singularity: The Stratum Stability And Sterilization Suit, or Reality Stabilization Suit, serves as a sort of hazmat suit for distortion based effects. While it's far from perfect, and terribly overpriced, it may just be what saves your brain from getting fried because you looked at a distortion the wrong way. It provides no protection against physical injury, but plenty of distortions couldn't care less if you were in a tank; they'd turn you into liquefied crystals all the same.	2 (Dist)
Powered Multipurpose Exoskeleton	10	~~A~~ 15	Often reserved for construction efforts, powered exoskeletons find a niche in the fixing business for when the job requires some supreme levels of demolition and general heavy lifting. They're bulky, clunky, unwieldy, and cost an arm and a leg, but they can do the job of an entire construction team when wielded by a skilled and clever operator, and can even be converted into war machines, assuming you put the right amount of work into outfitting it.... And don't get caught using it by the Hana.	4 (Phys)

Given the nature of the business fixers most often find themselves in, your choice of threads are some of the most important, both aesthetically and practically. A reliable set of threads can save even the most incompetent fixer's hide on plenty of occasions, and dressing the part of your office helps to both sell your brand, and serve as a part of your career's identity.... Also, your office's operator might mandate uniforms, so here's hoping they're comfortable.

Mechanically speaking, they are the main source of **Armor** in Dark Distortions, which fixers can expend to ignore **Mental, Physical, Or Distorted Consequences** depending on the armor provided/the nature of the threads. Beware though, if you are under assault by a foe who is above your armor's grade tier, the consequences and harm they inflict upon your fixers

may not be eligible for reduction by armor, or the reduction that occurs will be less potent than if the armor was from a thread set that was equal in grade. Of course, if your threads are higher tier than the threat attacking you, spending armor could create greater opportunities, such as damaging or breaking enemies weapons, or allowing you to ignore a consequence entirely *and* make a direct move to counter the enemies. Ultimately, consult the playgroup when factoring what an armor point would reduce in terms of consequence if grade irregularities are present.

Grade Tier and Gear Pricing: Scaling

As stated above, **Fixer Threads and Weapons** both have a base price, but this price is only accurate for gear of grade 9 quality. Any gear above that grade comes with an added on price to resemble the greater effort put into the construction, better materials, and overall exclusivity of such effective kits.

Grade	**Added Price**
9	No Added Cost
8	~~A~~ 2
7	~~A~~ 4
6	~~A~~ 6
5	~~A~~ 10
4	~~A~~ 14
3	~~A~~ 18
2	~~A~~ 25
1	~~A~~ 30
Color	~~A~~ 50

To arrive at the final price for any given piece of gear, refer to the tables above, and then add on the grade-price from the table on the left. **Take note: Fixer Threads and Weapons have the same grade scaling price!**

While it may seem rather steep, understand that payments are gained at the end of every contract, provided your fixers are successful, and, furthermore, operating costs are only paid once per **payment period**, or, in simpler terms, once after every third contract.

Don’t worry about losing weapons and gear you're attached to though, be it aesthetically or sentimentally, while workshop offices don’t typically upgrade, preferring to leave you with a bill for wholesale reconstruction, you can always get your preferred weapon or threat suit in whatever design you had the previous version in. Now, this may have you wondering if it’s actually the same weapon or suit at that point, even if it used parts from the original, and to that we say: “Begone Theseus!”

Modifications: Biomods and Cybermods

Now, of course, as alluded to by the existence of **Cybernetic** and **Bionic** fixer armaments, there are various pieces of kit which would be considered attached to a fixer's body, called **Modifications.** They are pieces of foreign material, either biological or mechanical, which are attached to a fixer's body. In the above tables, **Weapons** and **Threads** were discussed for both of these categories, but by and large, **Modifications** are understood to serve a less direct and obvious purpose, usually having a particular niche in which they thrive, granting the fixer's who install them capabilities well beyond an unmodified human. Generally, these are called **Utility Modifications**, in contrast to the previously displayed **Marshal Modifications.** These items do not provide armor or cost load in the same way threads and weapons do, and yet they should not be discredited as valuable pieces of kit, as their utility, while costly in terms of actual Ahn price in acquisition and surgical integration, can prove to be invaluable when compared to the mundane appendages and functions of the unmodified human form.

The table below will show the standard available **Bionic** modifications, generally known as **Biomods**, which are fleshy, foreign bodies that can be used in conjunction or direct substitution of human organs and limbs. They come with both an acquisition and a surgery cost, though the Ahn required to perform the surgery can be saved if the fixer or office planning to make use of the Biomod either installs it inhouse, or calls on favors from capable individuals.

Biomods:

Biomod Designation	**Acquisition Cost**	**Surgery Cost**	**Description**
Synthetic Gills	~~A~~ 1	~~A~~ 1	While large bodies of water are not common in The City, having the ability to survive underwater is highly valuable nonetheless, as the know-how to swim is just as rare. Synthetic gills such as these serve more purposes than just filtering oxygen out of water though; they also work on a variety of liquids that contain some amount of oxygen, to varying levels of effectiveness.
"Spring-Loaded" Cartilaginous Spike	~~A~~ 1	~~A~~ 2	For those situations where you can't quite reach something, either because your hands are occupied, or it's simply too far away to grasp, this modification allows for you to snag items with your own tongue. Your tongue is considered to be mildly adhesive at the end, and can reach up to four meters from your person at maximum, roughly ten to twelve feet overall.

Artificial Bloodfiend Fangs	~~A~~ 2	~~A~~ 0	In many syndicate circles, Bloodfiends have turned from an obscure, nearly unknown aberrant group to an entire subculture unto themselves. That is, the *idea* of bloodfinds are a subculture. Bloodfiends themselves are still heavily stigmatized and mistrusted, and the more feral sorts are killed outright, regarded as pests rather than people. Still, the imagery of their fangs, and the prospect of drinking blood, have invited prospective bio-mod workshops to capitalize on the fascination by making fake fangs. For fixers, these may seem useless beyond vanity, but in reality, the ones provided to licensed fixers are actually capable of converting blood into nutrients, draining it from victims whom suffer under the bite, just as actual Bloodfiends do. It tastes awful to non-Bloodfiends, but the fact it works at all has made it a surprisingly popular choice among would-be assassins looking to hide their offices' involvement in a hit by blaming the death on Bloodfiends. It's hard to argue with the very obvious wounds, afterall, and capable forensics departments are few and far between outside of the Wings and Nests.
Controllable Bioluminescence	~~A~~ 0	~~A~~ 2	Rather than serving as an actual, individual biomod, Bioluminescent capabilities are instead instilled into a human through a complicated series of procedures. Still, it is a common to see among fixer offices who deal with the underground sprawl of The City; so called "Deep Divers" and Spelunkers into the seemingly abyssal depths of the labyrinthian sewers and tunnels. Beyond just acting as a literal light source, it can do wonders in spooking the less savvy and aware syndicate goons and civilians who hardly know what a Biomod even is, and has a relatively wide popularity among wealthy Feathers in the "Magnificent Metamorph" subcultures, who dabble in biological transhumanism as a means of expression and hedonistic indulgence.

Acidic Blood Synthesizer	~~A~~ 2	~~A~~ 2	This gland, when properly implanted, acts as an extra chamber of the human heart through which all blood eventually flows. This chamber, through closely guarded scientific means, such that it borders on esoteric for the average Citygoer, instills an acidic quality into the blood, while simultaneously fortifying the person it's been inserted into against the very same acid. Strangely, multiple persons with the same implant are still *very capable* of harming one another with the equally acidic blood they all share, being immune only to their own blood's burning effects. Similarly, normal chemical acids; any foreign acid for that matter, affect the human as normal. But the value in having acidic blood cannot go understated for fixers. Every time the fixer with this suffers a wound that would cause external bleeding, they are liable not only to wound or ward away their enemies, but the very weapons that damaged them. Such blood can also be spilt willingly as a means of degrading locks and burning through whole iron bars, though this sort of damage takes a bit of time to occur.
Autonomous Coagulant Microorganisms	~~A~~ 6	0	Administered via a single shot of modified blood bearing the same blood type as the recipient, this biomod permanently introduces an altered form of red blood cells into the circulatory system. These blood cells, rather than being created from the host's own body, are in fact symbiotic foreign entities which turn to a foamy pus like foam upon being exposed to open air. This causes them to quickly seal open wounds the fixer suffers. Mechanically, a fixer with this Biomod ignores the harm effects of damages done with lacerating and exsanguinating weapons up to level two. For example, being stabbed with a simple blade may inflict a level one harm, and the box will be filled, but the effects will not be felt by a fixer with this biomod, as their wound seals rapidly, preventing even short term hindrance. This does not prevent death from level four harm, nor does it prevent the effects of level three harm.
Prehensile Tail	~~A~~ 2	~~A~~ 2	Available in a variety of shapes, Prehensile Tails are rather common as natural mutations that manifest on the "Skunkworks" engineers of U Corp. Their maintenance of the City's underground infrastructure is critical to the metropolis' continued existence, but the toxic, radioactive, and otherwise anomalous waste that is often disposed of in the cavernous depths below tends to make the work of U Corp's frontline crews rather difficult. Their skills and humble renown has made them somewhat appealing to fixer's though, and the tails they sport thus fetch high prices on limb-reseller

			markets. This tail acts as a controllable appendage that the fixer can use to aid in a variety of activities. From hanging to grasping, or even combat maneuvers, tails like these, while often rather annoying to live with in a casual sense, and looked down upon as aberrant mutations and signs of dirtiness, are valuable tools nonetheless.
Cold Blooded	~~A~~ 0	~~A~~ 4	This radical procedure involves the rewiring and reconfiguration of the human body, through trade secret means, to change the rules by which it heats itself. Turning into a cold blooded creature from a normal one has various effects, and while it is seen as a dubiously beneficial, or even secretly taboo procedure in the eyes of the Head, no official decrees have banned it, and so few people live long after undergoing it for consumer satisfaction studies to arrive at any solid conclusions. Needless to say, this biomod procedure makes the winter months rather hellish, but for those fixers and criminal elements who frequent the sandy dunes and wastes of the outskirts, where heat is almost ever present, and shelter from the sun near nonexistent, it is seen as a new lease on life.
Eye Stalks	~~A~~ 1	~~A~~ 1	Understood to be one of the most genuinely bizarre biomods conventionally available on the City's open markets, these eyes sat upon human-flesh stalks, ranging from one foot in length to just a few inches, at the active changing behest of the "user," have surprising usefulness in the fixing field. Where many veterans say death lurks around every corner, it becomes increasingly enticing to be able to actively *look* around said corner without properly exposing oneself. These eyes can also be fully retracted into the skull to keep them safe from stinging gasses and burning liquids or sharp particulates, at the cost of being even more fragile than actual eyes when coming into contact with a blow to the head. One way or another, don't be surprised if you get weird looks for having a pair of peepers like these.
Secondary Arms	~~A~~ 3	~~A~~ 3	The triumvirate powers of the A, B, and C corp, have agreed on many different taboos that apply to the whole of the city, but one which has always seemed a little odd and inconsistent is their rulings on "viable and permissible shapes of the human form." A human, in their eyes, is only allowed to have two or fewer legs of organic origin, but have any number of mechanical legs or walking aids. On the other hand, pun perhaps intended, there is no restriction on the amount of biological arms one is permitted to have. While no one knows why this is, almost everyone who has dared to acquire said extra appendages agrees that "four is enough to handle

			already." Thus, standard market policy is the limit of "four upper body appendages per customer." Still, the amount you can do with just two extra arms is great, and should never be discounted. When taking an action using both sets of arms for separate tasks, the "secondary task" which you devote less direct attention to, suffers a -2 dice penalty.
Ommatidia (Compound Eyes)	~~A~~ 3	~~A~~ 2	More commonly known as "buy-eyes," these rather terrifying orbs offer an unrivaled level of accuracy and total spacial awareness. While they almost certainly damn the recipient of the surgery to life as a pariah and outcast among "polite," non-aberrant society, the ability to quite literally see everything going on around you at near crystal clarity is something many fixers find terribly enticing, though they'd never admit to wanting the bug-eyed looks in good company.
Vomeronasal Organ	~~A~~ 4	~~A~~ 2	One of the more subtle and sought after biomods, this organ, which resembles the function and general shape of that of a serpents' own, allows the recipient to smell using their tongue. Particularly, it can allow them to track the scent of living (or formerly living) entities by tasting the air or physical objects. With this scent they can accurately follow the general path said entity took, and as such, this biomod is becoming increasingly popular, if not silently mandatory, among the elite assassins of the Shi-Association, and other well known fixer offices or corporate kill teams whose main work involves the tracking and extermination or capture of high value individuals.
Fringed Feet	~~A~~ 1	~~A~~ 1	Often considered a form of self mutilation, the application of fringed feet to the human form has niche if powerful benefits which come at the cost of social acceptance, general ease of mobility in urban environments, and the ability to wear shoes. In the wastes however, those distant dusty lands that go on endlessly, known as the Outskirts, fringed-feet are common among raider gangs and nomadic tribes, as they allow for quicker and less arduous movement across the sandy dunes, and are generally save from random injuries due to stepping on buried sharps and hazards, on account of their thin, floppy physiology. It isn't terribly uncommon to hear of explorers, fixers, and criminal elements whom had temporary yet critical interest in some outskirts locale, who undertook the surgery to acquire these feet so as to ease their journey, only to immediately have them amputated and replaced with either human or mechanized replacements.

Variable Aesthetic Biomod	~~A~~ 1-6	~~A~~ 0-1	Coming in innumerable shapes and forms, these biomods, generally classified as “Fashion-mods” alongside their cybernetic counterparts which serve only aesthetic purposes, are popular among certain subcultures and the incomprehensibly rich. From simple hair-gene replacement therapy to more exotic iris modification, partial scaleage, feline ears, anything the imagination can desire as anywhere near aesthetically pleasing or provocative, there’s a plastic surgeon and biomorphesthetician who's willing to take your money over it. Depending on the persons a recipient of this biomod are dealing with, and the expenses they paid for said biomod (often correlating to quality, exoticism, desirability, etc) they may receive a bonus of greater position or effect depending on the intent of the interaction. Sadly, it also is liable to make you rather easy to pick out from a line or crowd, though that’s what you want?
Talon Finger/Toe	~~A~~ 1	~~A~~ 1	This rather simple biomod is most common among syndicate leaders much in the same way certain styles of knife might be in fashion among serial killers and hardened fixers. While it serves little practical purpose at first blush, it could be used by keen and careful wielders as an always-on-hand knife or even a lockpick. Furthermore, it’s hard to be fully disarmed when wielding one or more of these sharp talons.
“Spotlight” Projectible Luminescence	~~A~~ 1	~~A~~ 2	Rather than emitting a light from the whole of one’s body like most bioluminescent biomods, this procedure and organ replacement allows specifically for light to be sent through the eyes, creating cones of light that can be turned on and off with a blink. Their reach is further, but obviously less omnidirectional than other forms of biomod light sources. It's also far less aesthetically appealing, and often blinding to those who look into a user’s eyes when up close.
Psycho-Sensory Bacteria	~~A~~ 0	~~A~~ 8	This unique enzyme, produced by a subsidiary research company under the old L Corp, was released to the open market following the dissolution of the company after the White Nights and Dark Days. When introduced into the human gut and mouth via surgical injection and swabbing, it will reproduce rapidly and become a stable part of the bacterial culture, allowing for the recipient to “taste” emotions. Should the recipient taste a person or object, either by touching their tongue to it, they will be able to detect recent and latent emotional states in a general sense; a murder weapon may have a taste of general wrath or grief, but that’s all that could be learned from merely tasting it. By *swallowing* a piece or the whole of an object, or some

			flesh of a person (hair, teeth, and other pieces will suffice as well), the recipient will be able to gain a more comprehensive idea of the emotional state of the person (or person whom interacted with the object), from the past hour.
Membrane Wings	~~A~~ 3	~~A~~ 2	Often found in the “used” section of metamorphogenic clinic and biomod chop shops, these insectoid wings have been collected en masse from old G Corp veterans of the Smoke War who either asked for the wings to be removed due to dysmorphia and trauma, or those who were killed for their ugly if valuable mutations. When attached, or reattached in most cases, to a human body, these wings can allow for steady flight from a standing position. While this may seem exceedingly valuable at first blush, discounting the increased stigma users of this biomod would receive for even *resembling* old G Corp veterans, the wings are both exceedingly fragile and extremely loud. The buzzing of these wings can be useful in driving someone half mad, yes, but it hardly helps when you’re trying to be stealthy. That, and the top speed one can reach while using these is rather middling. Still, flight is flight, and the Claw has banned the creation and usage of avian wing biomods for decades, citing “ideological copyright,” and nothing more; not that anyone could challenge them on it.
Thresher Tail	~~A~~ 3	~~A~~ 2	Brutal cousin to the prehensile tail, this instrument of blunt force is as much a weapon as it is a tool of destruction. It’s far less prehensile and malleable by comparison to other market standards, but a bit of practice and momentum can turn a fixer from a lone fighter to a whirling wrecking ball.
Recombinant Nerve Endings	~~A~~ 4	~~A~~ 6	Given how common dismemberment is in the city, it's no surprise that something which could ease the hassle of losing one’s limbs would be priced so highly. That, and K Corp has a vested interest in making sure their ampules are pushed as the popular resolution to grave injury. Still, for those who have the cash to splurge in the short term to save money in the long term, these recombinant nerve endings allow for recently severed limbs to be reattached with as little effort as a few minutes of having set the dismembered limb back where it belongs. The nerves themselves will reach out like roots of a thirsting plant and eventually re-entwine themselves with the body they belong to. This does not eliminate the effects of level 3 harm, which often caused the initial dismemberment, but it does narratively grant the fixer the full usage of their returned limb back; the

			pain will be agonizing however, hence the need for continued assistance. It does however make it possible to survive decapitation if the head is returned to the body in short enough order, though there is no guarantee of success or survival.
Carcinogenic Lung Filter	~~A~~ 3	~~A~~ 1	These glands, when attached to the lungs, serve to purify toxic and otherwise unbreathable air, allowing for users to survive in even the most hostile environments, and ignore the chemical assaults of their enemies. Straightforward and to the point, this biomod, and ones similar to them, were developed during and directly after the Smoke War in response to the titular smoke which choked a great deal of The City's population on a day to day basis. So ubiquitous are they, that some wings even offer these as a part of their base healthcare plans.
Bifurcated Cognition Centers	~~A~~ 0	~~A~~ 15	While The Head, Eye, and Claw have put in place *very strict* and *exact* taboos detailing matters related to the transfiguration and modification of the human brain, it has long since been understood that it is permissible and advantageous to divide the human brain into two separate centers of cognition. Specifically, the exceedingly complicated and risky surgery that is required to complete the process results in the creation of one human mind with a singular identity that perceives and experiences two separate continuities. By taboo law, the continuities must match up to within two microseconds of each other to be considered divergent yet cohesive continuities of the same human identity. Failing this, the abomination must be instantly terminated and incinerated wholesale. If the procedure is successful however, the human who received the treatment will be capable of multitasking on a level otherwise impossible by any sapient beings. It is the closest one comes to emulating the processing speeds of a machine while skirting the fine edges of taboo law. The fixer with this biomodification may undertake a second Technical action whenever they take any action at no cost or reduction to themself or their abilities. Certain unique effects and results may arise should a bifurcated consciousness encounter intense concentrations of anomalous material or the distortion phenomenon.
Hermaphrodorphic Expression	~~A~~ 0	~~A~~ 3	Gender expression and identity within The City is loose and often nonbinding. Certain communities obviously have much more rigid norms and morays relating to gender identity and the roles certain individuals must take (or cannot take up) depending on their gender. But, by and large,

			The City is rather lax on the matter of gender and how one should act or be perceived based upon said gender. Thus, gender affirmation surgeries, and other aesthetic or cosmetic surgeries aimed at changing the visible gender expression or sexual function of a person are easy to undergo even in destitute areas of the backstreets, though satisfaction in the results vary when you're working with back alley docs. This specific biomod however takes the matter of gender expression and visual identity a step further, allowing the recipient to actively change various aspects of their physiological form to represent themselves as anything on a range of masculine or feminine and androgynous traits which can be derived from their initial form. This does allow for one to disguise themselves to some extents, but more sophisticated face and voice recognition software employed by almost every wing and association ensures that no "Shifter," the term used to describe persons with this particular biomods, are able to go wholly incognito for long. Still, combining this with other cosmetic surgeries can allow for any individual to reinvent themself entirely, practically disappearing from their initial context, and reinserting themself into another, without anyone being the wiser.
Conscious Sensory Control	₳ 0	₳ 5	Once considered a novelty among hedonistic feathers and the thrill seekers of X Corp's backstreets and nest, the usefulness of sensory control has come into a new light following the White Nights and Dark Days, due to the epidemic of distortions and abnormalities, many of which attack the senses and psychology of their victims. This biomod surgery allows for the recipient to "turn off" or "dull" any of the five senses, and even willingly enter a state of unconsciousness, which they can then exit if given at least a few minutes to collect themselves. Depending on the scenario in which this biomod is used, it can improve or worsen the position and effect of a fixers action, and even temporarily nullify the consequences of harm, though these situations are often rare and context specific.
Antennae	₳ 1	₳ 1	Another "garbage biomod" often recovered or recreated based on the old G Corp's works, these insectoid Antennae grant the recipient a heightened sense of smell, taste, and hearing, at the cost of being as conspicuous as possible and having to frequently replace the damnable stalks as they're quite fragile and hard to keep safe.
"Long Haul" Metabolistic	₳ 0	₳ 5	For when rest is a far flung dream, and the road ahead treacherous, nothing quite helps ease the burn like the "Long Haul" brand of metabolistic

Reconfiguration			reconfiguration. Discovered by a subsidiary company of W Corp, this method of human re-engineering solves the problems of fatigue, strain, and most importantly, paid time off. W Corp has made this particular biomod procedure near mandatory in some of its branches, provided “for free,” as they’d rather pay the immediate up front costs of the surgery for the feather over the long term costs of having an employee who takes even the smallest of breaks or periods away from work. Still, this biomod can be of great use to fixers who have been assigned to particularly far away and treacherous contracts. It eliminates the harm effects of any fatigue based injuries, anomalous or otherwise, and removes the need for sleep or rest entirely during the course of a contract. Once per payment period, this may be used to take an extra downtime action. This biomod cannot be paired with the “Warp Train” reconfiguration.
“Warp Train” Metabolistic Reconfiguration	~~A~~ 0	~~A~~ 4	Counterpart to the “Long Haul” procedure, the “Warp Train” reconfiguration serves a very different but undoubtedly useful purpose. Rather than aiding the recipient in the long term, short term gains are prioritized, allowing for sudden bursts of speed and strength the recipient likely never thought themselves capable of. Once per mission, this biomod can be activated, granting the user an extra level of effect and an extra die toward the next two prowess actions they take. After these actions have been made, the user must make a prowess resist roll. On anything less than a 6, the user suffers a level one harm; “fatigued.” This biomod cannot be paired with the “Long Haul” reconfiguration.
Echolocative Ears	~~A~~ 2	~~A~~ 0	Yet another reclaimed old G Corp creation, these chiropterous ears are less looked down on both practically and politically. Due to the fact that most of the old G Corp’s private military was outfitted with the same carapace and bug like mutations, most won’t presume any ties to the old G Corp when sporting a biomod such as this. Using these ears, fixers will be able to more accurately locate the origin of sounds, and their hearing range overall will be increased. When combined with the “Shrieker” modular voice box, another old G Corp creation, personal echolocation can be fully realized using chirps and clicking noises to see ahead through sound.
“Shrieker” Modular Voice Box	~~A~~ 3	~~A~~ 0	The last of the popular old G Corp biomods, this modified voice box allows not only for the creation of ear piercing noises its reputed for, but also changing one’s tone and sound on more subtle levels. While it’s hardly perfect at say, recreating another person’s voice, with careful practice and

			technical know how, entire vocal conversations can be falsified using this biomod. For this reason, since the fall of old G Corp, and the dissemination of its interior documents on corporate espionage, most wings have more than just a simple voice verification system in play at any given time. Still, this biomod should not be underestimated in its wide set of applications.
Antiflammable Pore Secretions	~~A~~ 0	~~A~~ 2	Through changes to general body chemistry and the glands in a human body which produce sweat, this biomod procedure allows for the recipient to instead constantly secret a minute but invaluable amount of oil like substance which prevents the largescale catching of fire. It acts as a general insulation of the skin against flames, and thus, while not preventing fire from spreading to the recipients clothing, does by and large mitigate the potential for damage so long as the victim doesn't simply stand in the inferno waiting for death. The liquid bears an ever so slightly greater thickness than sweat, and is not discolored.
Saliva Substitution	~~A~~ 0	~~A~~ 1-3	It is not uncommon for the most horrific of aberrant creatures and mutant beasts found in the slums of the backstreets, and the dark places beneath, to carry infectious, acidic, or otherwise strangely debilitating bites. Taking inspiration from this, biomods of this sort replace the natural content of the recipient's saliva to whatever liquid substance they so desire, limiting the use and possibilities (and the cost) to their imagination. The negative side effects of having such contents in one's mouth or inadvertently digesting it are invalidated for the recipient; the person with this biomod is immune to their harmful effects.
Adhesive Palms and Soles "Climbers"	~~A~~ 2	~~A~~ 2	These sticky skin implants do exactly as their colloquial name implies. Scaling walls and clinging to ceilings becomes second nature with these highly regarded biomods; a staple among fixers who traffic in bionic enhancements of all kinds.
At-Will Blood Purger	~~A~~ 2	~~A~~ 1	For fixers and hazardous environment engineers who really aren't interested in the slow, painful, poisonous death by infection of the blood and body, this extra throat tract becomes an essential tool for survival. At any moment, the recipient of this biomod may choose to purge their blood, suffering a level one harm for mild anemia, to remove the narrative effects of any poisons, toxins, parasites, or otherwise applicable afflictions.

“Leapfrog” Propellent Musculature	₳ 3	₳ 3	Often paired with Adhesive Palms and Soles, or “Climber” biomods, this biomod serves a similarly self evident use of propelling the user upwards at variable angles and great force. Not only does it find common use in the professional sense, but City Freerunners and parkour enthusiasts in the backstreets swear by this, and similar biomods, to reach the peak of their sport.
Replacement Body Part	₳ 0-1	₳ 0-1	Even in cushy jobs, loss of life or limb is far from terribly uncommon. Sure, maybe feathers working office jobs for their respective wings are at least sixty percent liable to not have any violent encounters at work, but that’s only barely a majority, and a very, very small minority when accounting for the city as a whole. Eyes, noses, ears, arms, legs, hands, fingers; whatever you’ve lost, someone else has lost it as well, likely permanently, and this you’ll find better use for it now. Vat grown bodyparts are just as common, if usually marked up in some way, not that they are any different from the one you just hacked off some poor dead bastard. Should the lost body part be mundane enough to recover, a 0 ₳ acquisition and surgery cost is perfectly fine, meaning it can be assumed the fixer has their lost piece returned to them without issue.

With Bionic modifications covered, now we move to detail the **Cybernetic** modifications in a similar fashion. They share the same rule as their Bionic counterparts, having both an acquisition and surgery cost, as well as a tertiary usage of armor for those modifications in which it is applicable. However, there is a very important distinction to be made between **Bionic** and **Cybernetic** utility mods. **Bionic** mods are tied to one’s own body, their physical wellbeing as a person, and thus do not degrade or suffer damages in the way threads and weapons might. In exchange, it is **very** difficult and expensive to swap out biomods, making them a rather permanent yet inflexible piece of a fixer’s kit. Fortunately they don’t cost any load, given how integrated they become to one’s being. **Cybernetic** mods on the other hand, otherwise called **Cybermods**, are far more easily swapped out (in the vast majority of cases) for other parts and mods that are also cybernetic in nature. While they **can’t** be swapped out for biomods, the control over customization and personal improvement a fixer has on their own cybermods is far greater than that of any biomod user, though this comes at the cost of now having to care for two parts of one’s own body.

As stated in the above section, if a fixer suffers harm, and they have **Cybermods**, the playgroup must determine if the harm was done to the fleshy body of the fixer, or the cybernetic bits. This kind of harm can apply to chassis, as stated above, as well as to individual cybermods. For example, a fixer with mechanized eyesight, granting them a computerized clarity of vision, and modular modes of sight, such as thermal and vision, should they narratively take harm which strikes this

cybermod, such as being shot or pierced in the eye (or whatever serves as their point of vision), would apply harm as normal, but similarly require the repair costs and rolls needed to fix harm done to a large mechanized chassis. This makes going fully cybernetic a costly affair in the long and short term, usually at the added benefit of being able to survive in environments and levels of bodily damage that most humans never could.

As denoted in that prior section, harm of this kind should be denoted by a (C) next to the harm description in the box on their fixer's character sheet.

Cybermods:

Cybermod Designation	Acquisition Cost	Surgery Cost	Description
Auxiliary Appendage	₳ 1-2	₳ 1-2	The need for an extra... well, anything, attached to the human form, is great, and as varied in form as one's imagination. In some workshops, specifically, those with an especially high pedigree or reputation, the use of auxiliary limbs to increase productivity and enhance their craft is expected, and, moreover, often made in house by the very same fixer who would be sporting the piece. In civilian fields, they are surprisingly uncommon, or rather, they are uncommon in public spaces. Many feathers and even more corporate drones slaving away in factories and production centers are outfitted with these auxiliary appendages owned by the company whom they work for on a day to day basis. These limbs are then attached and removed at the beginning and end of any given shift, and it is not terribly uncommon for some companies to demand a rental payment for every hour the auxiliary appendage is in use, despite said use being solely restricted to work time endeavors. Still, an extra arm comes in handy... pun intended.
Optical Lens Array	₳ 1-6	₳ 1	Both a common and decidedly expensive bit of techware, this cybermod ranges in price depending on the variety of modes one wishes to have access to at the mere blink of their new eyes. Thermal, radiation, electromagnetic, motion, visual-echolocation, and night vision. Each option is available individually and in a complete package; or you can pick and choose which you desire. Each added choice increases the acquisition cost by one Ahn. Fortunately, this cybermod can be upgraded without much issue, so acquiring modules for the other modes of vision and installing them later costs the prospective sightseer only the asking price of another mode of vision; one Ahn, in short. No second surgery is needed. Why would

			the surgery be so cheap though? Is it not a rather delicate process to replace one's eyes? Indeed it is, but unblemished eyes are a commodity in of themselves that organ markets are always looking for, to say nothing of the darker corners of the Citys' stalls and trade hubs. The same could be said for most surgeries involving cybermods; usually a waiver is signed prior to undergoing the procedure that waives the recipients rights to their old body parts. It's not like they'll be needing them, right?
"Raptorian" Pattern Limbs	₳ 3	₳ 1	Often used as replacements for legs, but no less useful serving as a proxy for arms, these sleek and sharp metal appendages are uniquely suited to aiding the recipient in matters of combat and athleticism. Insanely popular among the wealthy free runners of The City, these limbs mimic the shape of fossilized birds discovered deep underground in the outskirts. The archaeologists who were brave, lucky, and foolish enough to undergo such a dig claim the bones of those supposedly reptilian creatures share a common descendant species in... chickens. While most official sources discredit this claim, denying the notion of such a possibility, as it complicates the narrative of there being little notable history before The City was created, they agree that the cybermods based on their limbs are quite effective! Claws and talons serve as perfect weapons, and as tools for climbing or grabbing. The overall top running speed and ease of movement of those using said limbs is also increased when compared to abilities of The City's finest, unmodified human subjects.
Secret Weapon	₳ 1-5	₳ 1-3	The trump card envied by all who happen to immediately find themselves on the wrong end of a blade, cybermods like these are the fallback knife of any self respecting Gearhead, or any reasonably paranoid Citydweller. There is no singular "Secret Weapon" cybermod or series, but rather, the market has settled on this term as a general category for the many deadly, strange, and sometimes downright wacky implements that Citydwellers will pull out from their sleeves or reveal from just beneath the lapel of their jackets. The cost for surgery and acquisition thus varies wildly depending on the exact nature a fixer intends for their secret weapon to have, and in what part of the body they intend to install it. Effectiveness and other creative uses for the secret weapon should also be considered in the cost. When a fixer has a Secret Weapon, they may deploy it only once during any given contract, doing so at any time they desire, interrupting any narrative event, or action of another player or entity, within reason. This action takes immediate precedence as far as narrative resolution goes. After this, the

			secret weapon stops being secret in the context of the contract, and so it becomes limited by more conventional rules surrounding player action, and the viability in reusing a tool out in the field without maintenance. Really, most secret weapons are meant to be fired once, or perhaps twice at most, before requiring a full mechanical servicing. But the effects of those singular uses are often great indeed.
Shoulder Mounted Gadget/Tool	₳ 0-4	₳ 0-1	Much like auxiliary appendages and secret weapons, this cybermod is a more generalist tool that comes in as many forms as there are implements to affix to one's shoulder. Any Gadget from the table in the below section can be used in combination with this cybermod to create a permanent fixture to the fixer's arsenal. That gadget or tool no long has a load cost, and for those with limited uses, such as chemical substances and consumables, it is presumed that they are refilled for free upon the end of a contract. This comes with the added up front cost of acquisitions for the cybermod depending on the expense, power, and uses for the gadget or tool. Furthermore, you may only have two copies of this cybermod installed at any given time.
Integrated Intranet Connector	₳ 2	₳ 0	Often found in the possession of creeps and feathers assigned to corporate espionage, this small chip like device inserted into a manufactured port on the side of one's neck, allows for the creation of both a personal, isolated intranet that can request access to other nearby intranets, but also a general intranet responder to allow for direct interface with an intranet system. It offers greater, though not unlimited range, for the discovery and use of various intranetworks, and helps to stabilize otherwise shoddy connections.
Synthetic Digestion Processes "Recycler"	₳ 1	₳ 2	While most of the Backstreets inhabitants struggle to fill their bellies on a day to day basis, users of this cybermod have their pick of the litter. Almost anything and everything is consumable and digestible with this piece of tech, though you're kidding yourself if you think it'll be anything near tasty. In fact, this digestive replacement totally removes your ability to taste by requiring the replacement of your tongue. This alone often drives people mad, especially since there are far better cybermods and full body replacements on the market that *do* keep the recipients senses of taste and smell. That said, it has its uses, like all strange things in the city.

Drone-Connected Neural Link	₳ 2-7	₳ 1	Drones are an up and coming technology in the city, with “civilian” drones being limited by expectantly harsh laws and careful jurisdiction on part of The Eye and Head. The Claw however, in concert with the Hana Association, has seen to the extension of *some* leeway in commercial drone usage for fixers. Thus it goes without saying that such allowances have led to greater innovations in and amongst the workshops; fixers have quite the arsenal of robotic assistants to choose from when looking to improve their office’s performance at home and in the field. The main limiter is that drones must be bound to an individual who has undergone Hana Association approved training for the direct control of drones via a neural link. This neural link operates on an isolated intranet system, connecting the drone and the fixer handling it on a level that allows for voice and even thought based activation and command. The reasons for this are unstated, though many suspect it to be a field test of a dumbed down and simplified technology that The Claw and The Hana association have whipped up behind closed doors. Regardless, when a fixer purchases this cybermod, what they’re really purchasing is not just the link itself, but the drone it's connected to as well. The cost thus varies wildly, dependant on the usefulness of said drone. Once its use cases have been discussed in detail, a price will be given, and the training can begin under Hana supervision... for an added fee, of course. Multiple neural links can be used in concert, up to three at maximum. More can be installed, but only three drones can ever be active at a given time or taken on a given contract.
Carbon Hive “Honeycomb” Mesh	₳ 5-10	₳ 1	Reserved only for the most enthusiastic fixers when it comes to robotics and drone technologies, this cybermod allows for the control of not one singular drone, but dozens of them. Given, these drones are quite small when compared to the standard fare, and their abilities are also very simple, but being able to control a veritable swarm of effective drones while acting independently on your own is something no one should underestimate. Appropriately, this is one of the most expensive cybermods on the market, and every licensed user of it has documented thoroughly on several lists tucked away in cabinets in some office under the Hana’s direct control. Fortunately, this form of neural network doesn’t interfere with the standard neural network links used for larger, more common drones.
Defensive Ventilation Matrix	₳ 2	₳ 2	Most cybermods and fully body mechanical conversions are, surprisingly, often made with the design philosophy of functioning off of multiple energy sources. The singularities of long since forgotten and dead wings

			have been picked apart, and indeed, they too have been forgotten in truth, but some aspects of those near divinely powerful technologies have been put into play in both private and public sectors. The near complete mechanization of the human form is one of them, and in that amalgam of technologies, isthe utilization of solar, battery cell, nuclear, and yes, even steam power, in one compact, esoteric system of power generation. For that reason, many mechanized bodies and cyber mods generate and expel steam and other hot gasses, typically in trace amounts released in small bursts over periods of production, and in a steady stream while deactivated. This cybermod system allows for the steam to be released in more powerful, and more importantly, coordinated bursts, such that the steam and gasses themselves can be utilized as a part of the wielder's arsenal. Similar to a secret weapon, most adversaries won't expect this, but unlike a secret weapon, the actual offensive power of this cybermod is limited by basic physics; the steam can only go so far, and really, the screen and confusion provided by the sudden burst of smoke is often better used to reposition of open up an opponent for a separate attack rather than be used as a direct attack itself.
Supplementary Cogitation Unit "Hippocrates"	~~A~~ 3	~~A~~ 2	The brain is a somewhat sacred organ from the perspective of The Head, Eye, and Claw. While there is no state enforced religion, and the triad powers of the A, B, and C corporations preach a secular doctrine, the way they treat the human form, or rather, certain aspects of the human form, as holy objects which should be tampered with as little as possible. The Brain is one of those, if not the most important of the lot. Cognition units such as this then are viewed with suspicion, as they blur the line between human and artificial thought; the latter of which is criminalized as a taboo. Even so, at the very least, this is merely a diagnostic tool, much like a program on a personal computer; it is incapable of producing thoughts or having emotions of its own... right? With the hippocrates unit, twice per contract, the wielder of this cybermod may diagnose any wound or malus upon a biological form (with greater accuracy to those of human origin), and get an accurate idea of how one should go about treating said ailments. This confers the fixer's next action to try and treat their scanned subject with an improved position and greater effect.

Supplementary Cogitation Unit “Archimedes”	₳ 3	₳ 2	The most common of the three popular cogitation units, Archimedes is nothing more than a glorified calculator, though the human brain itself is often compared to a strange and complicated computer these days; to the Head’s eternal annoyance. Regardless, the Archimedes model Cogitation unit improves the calculative and arithmetical abilities of the human mind it is installed to. While this might seem like something better used by feathers crunching numbers on vast spreadsheets in some dull, bland office space, many fixers find great use for it in a variety of situations. Twice per contract, the fixer with this unit can activate it in order to gain the ability to make an impossible or improbable calculation in just a moment’s time. This can have the effect of giving the fixer precise insight on the possible trajectories of an oncoming or soon-to-be-fired projectile, the precise weak point in a larger formation or physical structure, or the exact time it would take for a certain event to occur. The Seven Association uses this extensively to improve their investigative abilities, and while it may seem rather bland, yes, it is quite helpful for balancing an office’s budget. The precise benefits of the above use cases depends largely on the desired intent, but often grant bonuses such as greater effect, an extra die, access to an action that was previously unjustifiable by the narrative, and so on.
Supplementary Cogitation Unit “Socrates”	₳ 3	₳ 2	The last, and least popular of the widely circulated cogitation units, Socrates acts as an aid to the socially inept types, or as an even sharper edge to the already savvy sorts of the city. Once per contract, the user of this cybermod may dissect any statement made by a person they are in immediate and direct conversation with; said statement must have been made or brought up in this conversation. When dissecting the statement, the user may ask three questions of their choosing about the nature of the statement and the person who said it, often revealing hidden intents, possible lies of omission, and subdued desires or emotions. While most fixers would balk at the idea of a corporate meeting room being one of the most dangerous battlefields of all, it’s the experienced ones who would kill to have an advantage like this. After all, more offices fail on account of shadowy machinations sending them down roads of self destruction than those who simply default on their payments.
Particulate Metal Accumulator “Bullet Grubber”	₳ 1	₳ 1	It goes without saying that bullets are hard to come by in The City. They cost more than the guns that fire them, and the most skilled of combatants can swat them out of the air on a moment’s notice. But that doesn’t make anyone less desperate for the power that can be derived from the barrel of a

			gun. Enter the Bullet Grubber cybermod; an unofficial and unapproved bit of backstreets tech that's become so common that the techware markets can't help but accept it as a legal product. After all, if the Claw *really* didn't want people using it, the producers and distributors of this cybermod would've been publicly executed, and the taboo's totality been reinforced with threatening reminders sent to every intranet connection and television screen in The City. But that hasn't happened, and the cybermod continues to be madly popular, and the main theory behind this is that it's such a shitty piece of tech that calling the things it crafts "bullets" is an insult to every workshop licensed to actually make them. Operated by simply feeding metal matter in chunks to the cybermod, usually implanted on the recipients arm or waist, the Bullet Grubber then grinds and crushes the provided material down into rough, small, oval shaped munitions compact with just a pinch of gunpowder to make sure it actually fires... most of the time. Fixer's may feed various amounts of metal into this to gain the "Improvised Bullet" gadget, equal relatively to the amount of matter given (with time required to make the bullets increased based on volume of matter). These improvised bullets allow for firearms to be shot as if actual ammunition was in play, at the cost of reduced effect; furthermore, on a total failure of any action used to fire the weapon, the firearm is damaged as the bullet violently and chaotically explodes out of the barrel.
Particulate Metal Accumulator "Scrap Hound"	~~A~~ 1	~~A~~ 1	Cousin to the Backstreets sourced "Bullet Grubber," the Scrap Hound operates on a similar process for similar if less directly destructive purposes. The people of the Backstreets are poor, scavenging to survive is commonplace, even in the "nice" parts of the backstreets, and, thus, scrap metal collection is seen as an obvious, but by no means low risk, job that anyone can undertake. It requires no approval or hiring process, you can't be fired, and you get paid upfront in cash; no nonsense. Sadly, you're also liable to be stabbed over a half decent haul, or seeming valuable wreck, by some other scrap hunting backstreets dweller just as hungry and desperate as you. The ones who do well in that business, and many Gearhead fixers for that matter, quickly switch away from selling junk to recycling centers, and instead make their own useful scrap inhouse and on the go with cybermods such as these. Depending on the amount of metal matter inserted, the user will, in time, receive useable pieces of scrap metal. Said scrap metal can, sadly, not be sold for any worthwhile cash, but is perfectly suitable for field work and repairs.

Wireless Limb And Body Connection	₳ 3	₳ 2	Many cybermods rely on direct connection to the body attempting to operate and wield them. While this makes for good common sense, there is great benefit to be had in controlling such tools from afar. By adding a wireless connection and routing unit to an individual, they can harness that exact power, allowing for removed or indeed, even severed limbs and body parts of a cybernetic or mechanized origin to be used as if they were still attached. Mind the phantom limb syndrome, and the distance relative to the main body of the user; get too far away, and the connection will be served. And no, this doesn't mean you can detach your head from your body and survive. Only the most premium and high tech of cybernetic conversions allow for feats such as that.
At-Will Form Reconfiguration "Rubick's Cube"	₳ 1	₳ 8	Speaking of premium cybernetics, this bit of techware is as bizarre and unnecessary as it is expensive. While it isn't hard to acquire, the cybermod on its own is exceedingly difficult to install correctly, requiring several specialist surgeons to carry out the procedure, lest the operation be botched, ending with the would-be recipient looking something more akin to a compacted cube of trash made of meat and bones; hence the colloquial name. When installed correctly though, this cybermod allows for unparalleled reconstruction and reconfiguration of the human form. Move your legs to your shoulders, your arms to your waist, your head to your chest; on and on, the possibilities are limited only by patience and imagination. Naturally, it is best combined with a Wireless Limb and Body connection, which, when working in tandem with this cybermod, *does* allow for the head to be separated without issue; assuming it was done willingly of course.
Variable Electric Discharge	₳ 1	₳ 0	A simple and effective cybermod, similar to that of the defensive ventilation matrix, the Electric Discharge unit allows for the combat application of short range electrical bursts, and more utilitarian uses such as jump starting engines and generators, or short circuiting systems. It can be used once per contract before it needs to be recharged; if it can be recharged within reason, say, by connecting the fixer's cybermod to an ample power source, it can be used again.
Reinforced Dermic Sheet	₳ 4	₳ 2	Simple, yet effective. Takes a licking, keeps on kicking. Or rather, that'll be you once you've had this installed. This layer of skin and muscle substitute acts as a layer of inbuilt armor for the fixer utilizing it, ever present and a part of their person.

Internal Atmosphere Control “Iron Lungs”	₳ 2	₳ 0	Commonplace among workers in hazardous environments for the same reason a similar biomod is, the Iron Lung performs essentially the same function but for those who wish to come as close as The City allows to being a fully mechanized entity. Toxic pollutants in the air will be filtered and made breathable, and yes, oxygen will even be extracted from water sources should you be submersed in one.
Built In Speakers And Audio Recorders “Jukebox”	₳ 0-1	₳ 1	For when you want to be the life of the party, covertly record and playback conversations, or corral angry mobs with your booming voice, the Jukebox cybermod is here to help. While it’s hardly anything fancy, the above use cases alone make it an enticing piece of kit for most gearhead fixers to consider.
Artificial Voice Modulator	₳ 2	₳ 1	Most common among hustlers and other people pleasing fixers looking to work in contract offices, this cybermod allows for the user to change the cadence and sound of their voice with a thought; no voice training required, though it can still help when it comes to acting. Should the user of this cybermod have ample recordings of another person’s voice, stored from the above cybermod or an external recording source, they can attempt to perfectly mimic their voice using a Savvy or Technical action, depending on the context.
Variable Aesthetic Cybermod	₳ 1-6	₳ 0-1	One of the first big breakthroughs in cybernetic modification was in the field of prosthesis, but it was quickly followed up by commercial, aesthetic cybernetics work, and it’s no surprise. In The City, follow the money, and you’ll find the cutting edge of scientific trends. From turning yourself into a walking lightshow to giving yourself shiny new techo-eyes whose only purpose is to dazzle and see out of, fashionware cybermods are all the rage among the wealthier feathers with a mechanical interest, and indeed, among the higher graded fixers who have a bit of extra cash to throw around. Similar to aesthetic Biomods, aesthetic cybermods come in all sorts of shapes and sizes, and thus their cost varies.
Corpse-Theft Denial Device “Spite”	₳ 1-4	₳ 0	In almost every district, it is a taboo to reverse engineer technologies of the wing acting as the governing body of said district. Still, that won’t stop criminal elements with enough weight and power to throw around from trying. So often do said elements succeed that many wings are looking toward means of encrypting and securing their more valuable and private pieces of gear such that only contracted individuals and authorized

			personnel can utilize it. Obviously none of the trade-secret solutions various wings have come up with are going to be available on the open market, but for a good long while, the “Spite” solution has been viewed in a positive light as far as security concerns go. To put it simply, Spite modules such as this ensure the near total destruction of the body it is installed into upon death, activating on a dead man’s switch system, usually activating after the brain or heart has remained inert for a short period of time, or if either has been destroyed. Once the countdown strikes zero, the body will typically explode, destroying any personal effects and internal cyberware and hardware, as well as ruining much of their remains to ensure it can’t be sold off to flesh processors or used for fingerprint falsification, and other such means of espionage. Depending on the price of the unit, the explosion will be more powerful, allowing for the fallen to take down any number of foes with them; hence the colloquial name for the cybermod: Spite.
Cavity Modulation “Walking Armory”	~~A~~ 1	~~A~~ 4	By gutting the chest cavity of all those pesky organs and replacing them with more basic and compact processing units, the recipient will find they now have a ton of space to store their gear! Recipients of this cybermod surgery will gain an additional two load added to the maximum rating of all load they can carry before entering a new load tier.
Biomatter Disposal Unit “Meatgrinder”	~~A~~ 2	~~A~~ 3	
Cybernetic Weapons Platform “Persuasion”	~~A~~ 2	~~A~~ 5	Sometimes derisively called “The Compensator,” this cybermod amalgam and procedure turns any person who receives it into a walking talk. Well, sometimes they don’t walk anymore but roll around on wheels instead, but the point stands. The fixer is permanently considered to be at a *minimum* of a medium load, with the addition of *any* load bringing the fixer to heavy load. Fortunately this comes with the added upsides of weapons and threads no longer having a load cost, and furthermore, multiple weapons can be affixed to the fixer and wielded in concert. Where most fixers would struggle to wield more than one weapon effectively, users of this cybermod could be fielding four of them at once! Remember, in The City, there’s never such a thing as too little firepower.

Secondary POV Sensor Array “Little Brother”	₳ 2	₳ 2	A creation of one of B Corp subsidiary companies, this mounted camera connects to the spinal cord and nervous system of the user it’s being installed into. When integrated properly, the cybermod acts as a section point of view; a second pair of eyes for the fixer to view out of simultaneously, or on a toggle triggered by a simple thought, switch, or motion. Given that veteran fixers always tell the youngbloods to watch their backs, it seems like a good idea to heed their advice and get a second pair of eyes to do just that. Any allegations that B Corp can remotely access these visual feeds are of course anti-wing propaganda peddled by radicals and paranoid syndicate goons. Pay such rumors no mind.
Limited Perception Filter	₳ 3	₳ 3	With the advent of the distortion phenomenon following the White Nights and Dark Days, many workshops were eager to corner the market on anti-distortion and abnormality gear. From that period of fervent invention, the Limited Perception Filter came into the market as a tool to combat distortions and other anomalous entities which attack the senses and sanity of an individual over hurting them in a physical manner. When installed into a person, they can turn off any and all of their five natural senses, and block out certain concepts or images so long as they focus their minds on said concept or image, such that they can force their cognition to “redact” it from any perceptual avenues. Sadly, this was not the weapon to “win the war on the distortion” that its inventors initially sold it as, for it is neither perfect in its offered defense, nor is it straightforward to utilize effectively. By the time most fixers realize a hazard to their cognition is present, it is likely already too late to fully combat it, but for those distortions and anomalous creatures whose abilities have garnered it a reputation and infamy, then the matter of knowing is already done, and preparations can be made ahead of time.
Displacement Barrier “Pavise”	₳ 3	₳ 0	A “failed” prototype that made it big on the open market when its original inventor ended their own life in disgrace, leaving it to a compatriot of theirs, the Pavise shield generator acts as a personal kinesthetic ward for whomever has it installed. Much like “energy shields” from schlocky sci-fi flicks and books collecting dust on a Feather’s shelf, this device deflects most materials from passing beyond the threshold of the barrier it creates, effectively keeping the wearer safe. Unlike the aforementioned “energy shields” however, it has rather strict limitations, most of which are only understood in a general sense, as the inventor's notes detailing anything but its construction were torn to shreds, and the best and brightest of the

			workshop fixers in The City find it to be inscrutable at best, and downright esoteric at worst. Nevertheless, the rules are simple: The barrier moves with the wearer. The area it covers is about half a meter away from the center of mass of the wearer in all directions, forming a visible bubble. This bubble acts as a mostly clear yet physical barrier of an unknown substance, similar in property to reinforced glass. As such, it can withstand a certain level of physical punishment and trauma before eventually shattering, and leaving the wearer vulnerable once more. Lastly, the user can't reach outside of this bubble, and is thus unable to effectively fight back against their attackers, which earned it the name "Pavise" among gearheads. Fortunately, this shield can be erected quickly, and lowered just as well. It acts as a singular negation to any physical consequence if raised in preparation, but can also be raised in reaction to serve as a point of armor instead. After it has been used, the shield breaks, and the cybermod enters a recharge period, where it can no longer be used for the rest of the contract.
Built-In Vidscreen	₳ 1	₳ 0	A uniquely popular and strangely utilitarian aesthetic cybermod, the built-in windscreen acts as, well, a television or computer screen built into the body of the recipient having it installed. Screen sizes range greatly, and can be turned on and off at will to display a variety of images and run most computer programs. Said images and programs will need to be brought along on some sort of harddrive however, unless the user can connect, either wirelessly or physically, to a secondary device or intranetwork. Using either of the two methods, the fixer has total control over what they show on screen, and secondary, aesthetic uses for the cybermod can be added at almost no cost to the fixer.
Fluid-Seal Treatment	₳ 0	₳ 2-4	Most Gearheads don't think about what they'd do if they ended up in a large body of water, as The City is primarily, landlocked, featuring only some districts with access to a coast. Most don't even feature natural water sources larger than a puddle, and almost all cyberware and general tech is safe from rainwater exposure. Surmising oneself in water when you're practically made of metal and electronics though is a surefire way to cook your brain inside whatever metal hunk of junk serves as your body now. For that reason, the careful and prepared gearheads and cybermod users seek out a fluid seal treatment, ensuring none of their cyberware will be penetrated by basic fluids, preventing any nasty short circuiting from ever plaguing them. Assuming they haven't been gutted, that is.

Automated Balancing Servos And Joints	₳ 0	₳ 2	With catlike grace, this cybermod treatment ensures you'll never land on anything but your feet. Well, actually, you can land on your hands now as well, and with much greater dexterity at that. Sure, you'll still die from a ten story drop, but with these enhanced wrist and ankle joints your hands and feet will always swivel such that you're never truly knocked prone. Within reason, of course.
Nitros Catapult "Spitfire"	₳ 2	₳ 1	Extremely popular among the thrill chasers over in the backstreets and nests of X Corp, the Spitfire model catapult legs and servos do just what you think they do: You'll be running faster and harder than an oncoming freight train, and that's only being kind of hyperbolic. In reality, the cybermod creates a great burst of initial energy to give the user a strong start on their momentum, translating into those with enough coordination to pull off truly insane feats of athleticism and dexterity. Just try not to trip, or else you'll likely leave half of your own skin on the pavement as a red smear.
Treads	₳ 1	₳ 3	Treads! They're literally treads. Yes, some fixers *actually* take the whole "built like a tank" saying and run with it to its most literal conclusion! Why would they do this!? No one knows! But having actual, honest to Wings treads for legs... does have *some* benefits. Most terrain hazards won't affect the user anymore, and you quite literally can't be tripped (though you can be tipped over). That and, of course, if someone is insane enough to change their legs out for *actual tank treads* then you have to know their crazy! If they're crazy enough to do that to their own body, *imagine* what they'd do to yours! It's worth its weight in intimidation value all on its own... right!?

Supplementary Gear:
Moving on to the less committal pieces of a fixer's arsenal, **Gadgets and Tools** serve as the most flexible, and dare it be said, most important parts of any given fixer's repertoire. Offices live and die by the planning of individual fixers, and their Operators; an unprepared team of even the most well trained fixers is liable to fail a contract, or at least, lose more Ahn than they'll gain from completing it, should they come unprepared. The cost of unpreparedness is in lives you see, and while The City is full to bursting with life to give in the pursuit of coin and glory, offices with a particularly grizzly reputation when it pertains to the life expectancy of their fixers don't often make it too far. No one wants to work for the company that can't send its agents out with the right gear.

So consult the table below before you embark on any unfamiliar or otherwise dangerous seeming contract! Arm yourselves with knowledge and fancy gadgets like these, and you just might be able to retire some day.

Gadgets And Tools:

Gadget/Tool Designation	Load Cost	Base Cost In Ahn	Method of Purchase	Description	Number of Uses
Thief's Tools	1	₳ 1	One Time Buy	While these may be the tools of petty thieves and syndicate grunts, a fixer can find just as much if not more use for them if the job is right. Lockpicks, crowbars, sound-amplifiers for combination locks, and small cameras to slip under the creases of doors. Basic lengths of rope and other items one might commonly use when attempting a breaking and entering.	N/A
Homing Bug	1 or 2	₳ 1	Subscription	A small tracking device, easily concealed on any piece of clothing or object. Reveals the real time location of the bug and attached target to the fixer who used it via a small wrist-worn display. Two can be tracked at once by the same fixer.	Limitless if Retrieved
Hyper Spacial Ammo Pouch	1	₳ 1	One Time Buy	A bandolier or satchel slung over the shoulder or held at the hip; it can fit as much ammo as you need, though you'd best hope not to need much. Necessary for carrying ammo. Each use of special or standard ammunition costs 1 load unless this is equipped, in which case they cost 0 load.	N/A
Standard Ammunition	1 or 0	₳ 1	One Time Buy	In The City, firearms are a rarity, and not because they aren't effective. While some cocksure, washed up, grade 9 fixers might claim that they are useless against skilled opponents, the only reason they don't see wider use is the prohibitive tax placed upon ammunition. Thus, even buying a few boxes of ammo for any given weapon is liable to leave your average citizen without a cent to their name. The reason as to why The Head puts such a steep tax on them is unknown, though there	Uses Equal to Amount Taken

				are a variety of theories ranging from the practical and political to the downright conspiratorial. Mechanically, it can be purchased as many times as many times as the fixer desires, and is expended upon use in a mission.	
Deployable Hover-Cart ™	2	₳ 1	One Time Buy	For when the job requires the safe and sound transport of rather unwieldy objects, or you need to cart an otherwise unable fixer off the battlefield, this simple cart is a must. Foldable and easily held prior to deployment, maneuverable and sturdy when in use. It can hover over gaps for a very brief time thanks to G Corp's tech, but needs a solid surface beneath it in order to stay afloat long term.	N/A
Fall-Back Knife	1	₳ 0	Always Available	Hardly a weapon, more a prison shiv really, but when you're pinned down, disarmed, and otherwise out of options, sometimes it's the only thing you can really rely on.	1
Urban Exploration Kit	2	₳ 2	One Time Buy	Climbing gear, safety gloves and pads, current maps of the seemingly ever changing backstreets. If a fixer's contract is liable to take them across far distances within the city, a kit like this is necessary. Also carries binoculars, flares, mounted cameras, and standard issue ventilation masks.	N/A
Shoulder Mounted Floodlights	1	₳ 2	One Time Buy	For when simple flashlights and piddly lamps and torches won't cut it. You can assume your fixer has one of the latter at any given time, but they're shoddy and generally only useful for finding that sock you lost last week behind the couch. Perfect for blinding opponents as well as exploring the subterranean levels of The City, as well as any particularly desolate or destitute ruins within or without The City itself.	N/A
Subterranean To Surface Nav Tool	1	₳ 3	One Time Buy	Underground? Lost? Not sure where to go? That's unfortunate, because the underground layers of The City haven't been mapped in the last century. But, if you need to know where	N/A

				you are in relation to the surface world, this is your guide. At the very least, it should be able to guide you to likely exits back to the surface, simply by showing your group's position in relation to significant locations up above.	
Basic Trauma Kit	1	₳ 0	Always Available	Painkillers, gauze, simple stitching tools, and other basic medical supplies can be found inside. A fixer office that can't offer these isn't an office, it's a joke, and in violation of the Hana Association standard operations code. When used in the field, it removes the negative effect of a level one harm box for the rest of the mission. It can also be used to grant a fixer who is at level three harm and "need's help," the relief they need to take basic actions that their level three harm does not directly prevent or hamper without spending willpower or requiring aid. For example, if the character's left eye has been shot out, administration of a trauma kit may allow them to make maneuver rolls to extricate themselves from danger without having to spend willpower, as their legs are unharmed, but their own ability to shoot or otherwise take action that requires focus or careful vision is still limited by the normal rules of level three harm.	1
K Corp Brand All Purpose Trauma Package "Ambulance In a Box" ™	2	₳ 3	Subscription	Curious chemicals and drugs from K Corp's pharmaceutical subsidiaries combined with the best medical tools and supplies that can be legally sold to non-hospital entities, make up this package. One is delivered to the office every week under a subscription, translating to one package per contract. While it appears like a simple steel suitcase with a K Corp logo emblazoned on it, opening the box will reveal twenty compartments containing anything a field surgeon or combat medic could ask for. When used in the field, it removes the negative effect of a level two harm box or lower for the rest of the mission. It can also be used to grant a fixer who is at level three harm and "need's help," the ability to walk around with minimal assistance, and act twice without any stress cost of further narrative aid.	3

Adreno-Stimulant Shot “Hairraiser”	1 or 2 or 0	~~A~~ 2	Subscription	A common backstreets drug, known colloquially as “Hairraiser” for the way it sets a persons hairs to stand up, that is unknown in its origin. This fast acting steroid quickens the heart, numbs pain, and staves off fatigue in the user. When injected, the user’s next maneuver or endure check gains increased effect and ignores any penalties from harm, including the “Need Help” consequence. Unlike a trauma kit, it can be administered alone even when you “Need Help,” and takes effect immediately. The action must be taken within the next few minutes narratively speaking. This shot can also revive someone from unconsciousness and aid in resuscitation efforts. User must roll using Endure or Reason after the effect wears off so as to not become dizzy or vomit from the temporary side effects.	1 or 2
Rage Inducing Injectable “Onslaught”	1 or 2 or 0	~~A~~ 2	Subscription	A backstreets drug often taken by hardened thugs and obsessive murderers, “Onslaught,” as it’s commonly known. Supposedly, it was crafted by a middling syndicate from back in the day, and has remained popular among criminals since. It induces and heightens states of violence and anger to the point of dissociative frenzies in the worst of cases. Often, this physically empowers the user as their body’s natural limiters on force and strength deactivate under the drug’s effect. The fixer’s next action which requires physical force and violence gains increased effect. To direct this action to anything that isn’t the closest individual or entity, the fixer must roll Endure or Reason and partially or fully succeed. On a failure, the nearest target is engaged. On a partial success, the final harm gained when the drug’s effects end is increased. The drug continues to repeat its effects for as long as the fixer	

				allows, or fails to partially or fully succeed on a separate endure of reason roll which takes the place of their narrative action. The fixer gains a level of harm when the effect expires if any of their Endure or Reason rolls partially succeeded or failed. It begins at level one, and increases up to level two if said rolls are failed multiple times. Once the harm is at level two, a second harm is acquired, and the process begins again.	
Hyperfocus Injectable "Clarity"	1 or 2 or 0	₳ 2	Subscription	A backstreets drug commonly used by members of The Ring when they go about their work in creating deranged yet oddly beautiful works of macabre art. "Clarity," as it is called, does not increase the focus of the user, as is commonly misunderstood, but instead, limits the senses of the user, allowing them to more easily give all of their attention to a task that is immediately in front of them without concerning themselves with outside stimuli. When used, the next forge or reason action gain increased effect as the fixer puts all of their focus into completing a task. The fixer otherwise suffers mild sensory deprivation and numbness, making a variety of tasks more difficult, and limiting the fixer's ability to react quickly to threats not directly in front of them.	
Multi Pronged Chemical Injectable	1	₳ 3	One Time Buy	This multi-tool often takes the form of a gauntlet or "gun" with three or more syringes and capsules that can be swapped out and rotated at will, allowing for easy extraction, transportation, and administration of a variety of fluids. It is capable of being used for quick and easy blood transfusions for peoples in critical conditions, and for the "safe" administration of a variety of backstreets and wing-made drugs. It can also house toxic and dangerous liquid chemicals, so long as the vials being used are strong enough to not be eaten through by it.	N/A

				Reduces the load cost of backstreets drugs and any injectable agents, poisons, and so on, to 0 when taken.	
Organic Preservation Capsule ™	2	₳ 3	One Time Buy	Commonly sold under subsidiary corporations of W Corp, this device preserves any biological material encased within for up to several trillion years, as tested in partnership by T Corp researchers. If you need to transport a head, or other piece of a body, for proof of a kill or whatever strange, macabre reason, then this is a must have. Keeps contents concealed and discreet until open; perfect for keeping a low profile despite carrying a severed head.	N/A
Perception Suppression Mask ™	1	₳ 6	One Time Buy	Anonymity is an often slept-on strength that many fixer's only realize the value of in hindsight. Masks and coverings go a long way to hiding identity, sure, but what's to stop them from being ripped off? And a mask if still a calling card, especially if it's rather unique looking; no hiding in a crowd like that. That's where X Corp's tech comes in. Unlike their usual fare, the perception suppression mask *diminishes* the senses of others, limiting their ability to perceive the wearer, as the name implies. It isn't perfect, of course, nor is it particularly great at working in situations where the wearer is the only person, or one of very few people, present and visible. Instead, it greatly improves the chances of being "overlooked" when in crowds, or when blending in with one's surroundings. This can often be translated as increasing the effect or position rating of Skulk rolls, or allowing for the player to make more bold or blatant actions while remaining stealthed or incognito. This is because the mask will trick others watching the wearer do something into believing that an entirely different person, usually someone nearby, was responsible for it. Obviously, if you stab someone in the chest, there won't be much confusion from the victim; they'll know what's going on. And when the mask's effect is pierced, a fixer will be very hard pressed to go undetected again until	N/A

				extricated from the situation.	
Portable Hacking Suite	3	₳ 4	One Time Buy	Techies and Gears with a certain interest in digital infiltration shouldn't be caught dead without this. It might be a bit bulky, coming in the form of a wheelable luggage case, but for how much it stores in such an unassuming way, it's hard to argue against it. When unpacked and unfolded, a series of small desks fit with tech-setups, personal terminals, various wire jacks, circuit modification rigs, and other such electronic tools, will be made available for the fixer and their team to use. Often, it is best utilized for more complicated contracts, or jobs that demand long term infiltration and connection to otherwise secure networks. However, it can also find use in conjunction with comm-bead links as a means of jamming or jacking into other frequencies, or as a means of interfacing with hold, outdated, and run down tech buried in The Cities underground or tossed away in the outskirts.	N/A
Spare Parts	1 to 3	₳ 1	Subscription	A steady supply of useful spare parts is surprisingly hard to come by in The City. Scavengers and rats gather up any piece of junk that might even look valuable, regardless of its actual worth, and for good reason. It sells well, for one, in bulk at least, but sells better when you know what you're working with. Spare parts in the hands of a fixer are no doubt the pieces that actually matter, likely having been sorted and sifted through from the piles of refuse The City discards. They can be for just about anything within reason; what really matters is the handiwork and skill of the fixer using them, be it for repairs, or in the field crafts.	1 to 3
Comm-Bead Link	2	₳ 3	One Time Buy	Long distance transportation may be common from an infrastructural standpoint, but things such as mobile phones are quite rare and difficult to use. The usage of satellite networks and intranet services is heavily monitored, and	N/A

				access is restricted behind paywalls and means testing by the Wings and Eye. Comm-Bead's serve as a means of bypassing these restrictions for medium distance communication purposes. They are small ear-bud like balls stuck in the ear, and are commonly found throughout the city, though are mostly used by Wing security, organized syndicates, and, of course, Fixers. All comm-beads connect to radio frequencies sent out from a main unit, which is the Link itself. Without the link, which takes the form of a thick rectangle slung over the shoulder or strapped on the back or waist, the beads are useless, but with it, fixers can communicate within several kilometers of each other. Beware, drastic changes in elevation can cause interference, and some Distortion phenomena may have acute effects on radio transmission. Skilled radio operators and code crackers can break into existing link networks using a link of their own too, so don't assume you're channels are totally secure.	
Fixer's Investigation Kit	2	₳ 2	One Time Buy	Fingerprint copiers, in-depth photography gear, delicate sample collectors, and all manner of sleuthing tools can be found in this. Given The City lacks any formal law enforcement agency outside of every district's own Wing funded corporate security, freelance investigators and vigilantes make up a strong minority of the fixer population, so selling kits like these is quite profitable for even laymen craftspeople.	N/A
Lethe Capsule ™	1 or 2	₳ 2	One Time Buy	Have you just witnessed something terrible? Experienced something awful? Or fear the oncoming effects of a distortion based anomaly that has possibly afflicted your psyche? Fear not! The R&D teams of K Corp and V Corp have come together to create the Lethe Capsule! Erases the most emotionally charged short-term memory from the fixer's mind. Mechanically removes the last point of Emotional Actualization the fixer gained during the contract it was taken on. It can also remove some level one harms that	1 or 2

				take the form of psychological unease and distress gained as a consequence of a terrifying or unpleasant event, so long as it was gained during the same contract that the capsule was ingested on.	
Interrogation Tools	2	₳ 2	One Time Buy	Cutters, burning chemicals, chains, pluckers, and anything you could want when conducting “enhanced interviews” with an “unruly client.” Improves the effect rating of most Dominate actions, as well as the position, when used in a secure environment on a target currently less powerful than you.	N/A
Threat Assessment Device	1	₳ 5	One Time Buy	Typically wielded by various military units under the command of the many Wings in The City, this device allows for quick and easy readouts on an enemy’s less than obvious abilities and equipment. Often it takes the form of a visor, or binocular-like tool, connected by a series of wires to a wristband display. It allows the user to detect hidden cybernetics, biotic enhancements, and highlight other hidden metal or non-organic objects covered only by simple clothing and threads. Certain military grade suits or faraday-lined jackets can protect against this. Unfortunately, there is currently no means for this tool to detect effects of the distortion outside of naturally occurring factors. Distortions and E.G.O. users may cause glitches in the system.	N/A
Scavenger’s Tools	2	₳ 1	One Time Buy	Pickaxes and pliers, sacks to be filled with loot, and all manner of diagram, schematic, and manual on old, outdated tech. Not only will you have an easier time collecting parts and otherwise breaking down the old rusted bits of The City, but you’ll have an easier time identifying the obscure tech, as well as the valuable and important pieces within any given hunk of junk.	N/A

Portable Document Editor	2	₳ 3	One Time Buy	Used more innocently by notary offices, this slotted cylinder allows for documents to be fed through it, edited, and then spat back out with the new changes. Of course, it isn't able to change things too drastically, but what it can do is worth its weight in Ahn. From falsifying signatures to changing dates and stipulations within a contract, this is the perfect tool for the rattiest of fixers to use at their discretion. Beware who you cheat.	N/A
Augury Visor ™	2	₳ 5	One Time Buy	From the technicians at X Corp, the AUgury Visor serves to reveal things otherwise invisible to the human eye, offering a wide range of lenses and vision settings for the prospecting fixer and City servant. While worn, the fixer's normal vision is limited, but they are capable of detecting gasses, toxins, temperature fluctuations, cloaked objects, and traces of the distortion. A UV and light is also built in for more in depth detective work if the situation calls for it.	N/A
Portable Nutrient Paste Synthesizer	4	₳ 4	One Time Buy	Anyone who can stomach the thing this large, cylindrical backpacked machine can make, is surely either devoid of tastebuds, or has an iron will worthy of legend. Still, better to feel like you've just ingested rotten slime and viscera than to die of starvation and dehydration. The kicker with this nifty little piece of kit is that it can make food out of anything, and we mean *anything*. Just shove it in the blender and behold; a meal you wouldn't feed to your dog, but a meal nonetheless. No, it won't detoxify or remove the radiation from whatever you put in it, so don't just shove literally anything into it unless you're truly desperate and out of options.	N/A
Packaged Survival Meals	2	₳ 1	Subscription	Some contracts can see fixers sent out into the outskirts, or on long expeditions into the underground. Hell, sometimes a job goes sideways enough that fixer's might become lost or	7

				trapped within an unfamiliar district or nest, forcing them into an odd state of urban survival. Meals like these are perfect for keeping the pangs of hunger and the fuzziness of fatigue at bay, even if they're barely better tasting than what a backstreets rat could hope to cook up.	
Portable Slice and Dice ™	3	₳ 3	One Time Buy	Another flavorful invention from the peoples of District 23, this W Corp brand device allows for the easy dissection and dismemberment of anything put through it. It's on the unwieldy and awkward side though, so it's mostly kept as a means of recycling useful body parts in the field, or otherwise destroying evidence of one's actions. It even works on mechanized entities, though the damage it causes may leave the intricate and unique parts in a less than useful state while saving the larger bulk of scrap.	N/A
Mechanic's Kit	2	₳ 2	One Time Buy	Wrenches, sockets, hammers and all; whatever you need to get something running again, from the most outdated ignition engine to the newest in Wing made tech. When used in tandem with an ample supply of spare parts, good skill, and knowledge, the fixer is capable of anything their imagination and the laws of physics allow; assuming a singularity or distortion isn't changing said laws, of course.	N/A
Spook ™	1 or 2	₳ 2	Subscription	A brew from the more culinarily minded folks over at X Corp, Spook is an extrasensory, nightmare inducing, bottle of purified hyperawareness. When drunk, the taste of the wine like liquid that holds the base of the drug quickly becomes overwhelming, followed by the cacophonous sound and overbearing stench of The City. One by one, all of your senses become heightened to a point of madness so long as you keep drinking, and while many addicts and thrill seekers from district 24 often lose themselves to this, most fixers know better.	1 or 2

				When used in moderation, the effects are still debilitating, but the benefit they offer can be critical to a contract's success. Beware, some benign and otherwise tame events can cause harm to the user. Loud bangs from a slammed door could leave a fixer on this drug reeling, or even temporarily deaf. As to why it's called spook, no one's quite sure from a marketing standpoint, but the name has stuck. Probably because states of absolute terror and mania are a common, and probably deliberate side.	
Devil Dust ™	1 or 2	₳ 4	Subscription	Another X Corp sourced substance, Devil Dust is one of the more extreme poisons the thrill junkies over in district 24 seek out. It causes vivid hallucinations and a general warped perception of reality, but also, supposedly, reveals real objects which go unseen to the naked eye. Reportedly, their sightings and claims have been proven true as items they claim to only exist in their warped vision of the world are able to affect objects within normal perception. Supposedly, according to the most obsessed users of the drug, these things have "Always been here," and are parts of a so-called "between plane." The detailed explanations of this are downright insane and hardly credible, though some academics and researchers in the higher rungs of Wing funded R&D departments theorize it may be "A piece of another reality intersecting with our own." Regardless of what the truth is, it's expensive, and yet, some fixer's swear by it, claiming it's saved their life, and revealed mysteries of The City that Creeps would kill entire districts for. Whatever the case, use this cautiously and sparingly. If this allows a fixer to see and interact with things that people usually can't, then who's to say something can't see and interact with the user once imbibed.	1 or 2
All Purpose Power Cell	3	₳ 6	One Time Buy	A portable, rechargeable power cell, designed by an unknown inventor during the Smoke Wars. It can be recharged by ANY means of generating standard electricity, from jacking into	N/A

				generators, City power lines, or even via steam engines and burnable fuels. Takes a while to charge. When fully charged, can be hooked up to most machines or devices to power them. Especially useful when traversing ruins within and without The City limits, as well as underground or on the lowest levels of the backstreets where the urban decay is at its worst. The amount of time it can be used depends on what its powering, and is by no means a full replacement for actual reusable power infrastructure.	
Special Ammunition	1 or 0	₳ 2 Or More	One Time Buy	Just as normal ammunition is prohibitively taxed, special variants of it are often downright outlawed in many districts. Now, obviously, any law in a district is only dubiously enforced outside of the Nests, depending on how any given Wing Militant is feeling that day, but the laws against certain types of munitions is unique in how seriously it is taken. The reasons for this on a street level are unknown, though many believe that these bans and restrictions only exist on account of The Head's insistence, or, perhaps, their direct command. Either way, when you bring heat like this, make sure that any witnesses to your use of these dangerous and unique munitions also happen to be the recipients of their terrible power. With the immense and strange technological powers present in The City, bullets can be made to spread ice that chills the body on impact, set people ablaze, poison them with deadly toxins, or otherwise explode and fragment. But that's just the basics, especially with the rise of The Distortion. Whatever your special ammo does is between you and your playgroup, but it should be priced according to how strange and useful it is, and wanton use of it, especially in public places, should be punished with Threat Assessment rating. Otherwise, it is treated as normal ammo for the sake of load.	Uses Equal to Amount Taken
Material Stabilizer Gel	1 or 2	₳ 4	Subscription	Wear and tear on gear is an expected and ever present hazard that all fixers must contend with. Much of what The City	1 or 2

				makes is built to be replaced, not to last, and even if it is, the savagery of the battles that occur within it every day no doubt leave scars on even the sturdiest pieces of equipment. This gel won't solve those problems for you, or anyone, really, but it will keep the problem away for a time. It can near instantly repair equipment in the field once applied to the broken areas, and thus, removes the need to repair it during the Office phase. That said, it comes with its own price tag, as vendors know the value of a tool like this, and upcharge and price gouge accordingly. Better to pay through the nose before a contract though than to die because your weapon failed you in the middle of a pitched battle while you had no way to fix it.	
Urban Parachute Pack	2	~~A~~ 1	One Time Buy	Scrap fabrics and cloth are bundled together in these intricate patterns, taught by strong rope like strings, in order to allow for safe descent from great heights. The people of The City find little use for it, as air travel is nonexistent and heavily restricted. Only thrill seekers going roof-jumping tend to get much use out of these things, but fixers and syndicate goons alike have been seen to utilize it as a means of escape or traversal when the going gets tough in especially high places.	1 Per Contract Repackaged At Contract's End
Resizeable Restraints	1	~~A~~ 1	One Time Buy	A simple pair of heavy duty cuffs and bonds capable of changing shape and size to fit most hands and feet. Unlikely to work on distortions, but even the most mechanized of fixers and syndicate members will suffer struggling under these when the electro-shock setting is enabled.	N/A
Precision Demolition Charges	3	~~A~~ 6	One Time Buy	Explosives, much like ammunition, are heavily restricted in their distribution and construction within The City. The militant arms of The Wings make abundant use of them, of course, and syndicates are more than capable of crafting their own improvised and even semi-legitimate explosives with their vast networks of criminal resources. But for fixers, it's often been a difficult matter.	1

				Permits might be granted to the Associations, given their greater ties, and thus greater fealty, to the Hana Association, and The Head by extension, but your average run of the mill fixer is likely not going to get their hands on something like this easily. Besides, there's a reason almost all explosives that a fixer could or would get their hands on is of the precise and controlled variety, even when purchasing from black markets. Simply put, heavy duty explosive devices in a predominantly vertical and heavily Urban environment with heavily neglected architecture is just asking for a catastrophe. Even if such horrible events are unlikely, in which many buildings begin to topple over in devastating chain reactions that leave entire districts in chaos, the chance of it alone is enough to keep The Wings, fixers, and syndicates in line as far as general explosive usage goes. Stuff like this will only take out small sections of walls, creating very clear cut entrances, or breaking doors, all while doing minimal to no structural damage to the surroundings. Still, they should be used with extreme caution. If it gets out that your office caused one of the greatest accidents in a district's recent history, than death will be one of the better things you can hope for in your near future. For that reason, offices who's grade is below five will not even be permitted to purchase or handle these charges in any official or legal capacity. Comes in packages of four.	

As is now obvious, The City is full to bursting with variety in the tools of intrigue, mystery, murder, and discovery. But of course, as stated prior, this is NOT a complete or comprehensive list, but a strong foundation to build off of. If you have a fixer, for example, who is interested in crafting and dealing with more backstreets drugs and strange concoctions, by all means, have them invest downtime actions into finding a dealer or crafting their own supply. Make them weird and fun and

dark all at once. Do this for any kind of item you decide to make, be it out of player desire, or storytelling necessity or interest.

Just keep in mind these four things:

1. What does it do?
2. How rare or restricted is it?
3. Is it a consumable or a reusable item?
4. What do they add to the setting and tone for your playgroup?

As long as you can confidently answer these questions, you're on your way to creating a unique and interesting piece of kit for the fixers at your table to work with. The same goes for weapons and armor, of course. But before moving on, a few more ground rules have to be said surrounding gear and cost; explaining how grade factors into the actual value of Threads and Weapons, as well as the distinction between One Time Buy items and Subscription based pieces.

Acquiring Gear

As will be discussed in greater detail in the next chapter, the primary way fixers acquire gear is through using the **Go To Market** downtime action. For now, the downtime aspects of this will be ignored, just understand that it's time taken out of a fixer's day to acquire something useful for the office and their work.

Obviously, not all items need to be sought out extensively. Playbooks for both the office and individual fixer types grant access to a set selection of items. It is presumed that, at any given time, your playbook or office can access them without any funds. This usually accounts for basic weapons, gear, and tools your fixers would be expected to have given the role they intend to fill. But those are, by and large, simple pieces of kit. Most of the more outlandish and higher quality pieces of gear will be out of your office's immediate reach.

That's where the great equalizer in The City comes into play: Cold hard cash. With enough money, you can make just about anything happen, acquire any piece of kit, and grease the palms of most if not all individuals. For now we'll be focusing on the acquisition of gear and the ways you can spend money to up your arsenal.

To start, outside of the **Go To Market** action, every fixer gets a one time expenditure of Ahn per payment period (every three contracts) without spending a downtime action. With this you can make a singular **"One Time Purchase"** or start a singular

“Subscription.” In the above table, if the item is listed as a **“One Time Purchase,”** then you buy it once for a flat amount and keep it for as long as it isn’t destroyed, sold off, or otherwise lost. This is primarily reserved for static pieces of equipment that are reusable, or for certain consumables that are uniquely powerful or otherwise exceedingly rare and expensive. Meanwhile, items labeled with **“Subscription”** are bought in bulk, and payments are recurring. You make an upfront purchase equal to the subscription item's value, and then, at the end of **every subsequent payment period,** assuming your office wants to continue using the subscription, **your final expenditure for operation costs will be increased.** For every subscription your office has, you take the initial item’s value and double it. Then you add this total base upkeep cost. You can choose not to pay for a subscription, of course, but that just means you’re ending it, and, obviously, you can’t take on a subscription without paying up front. This allows for offices to take advantage of powerful consumable items for a time while also encouraging offices to only pay for what they think they need at any given time.

Subscription items can also be acquired individually for a reduced price or even free during a **Go To Market** action; done through **Haggling**. Items acquired through **haggling** only allow for one or two uses of the item before you’ll need to spend more downtime actions getting it again at the cheaper price. Overall, this means that if an office agrees that a steady supply of, say, spare parts, is becoming necessary for their operations, and have no easy access to it from playbooks, then making a **subscription purchase** for spare parts is far better than one downtime action per one or two uses, even if it costs a bit of Ahn in the end. It all plays into the balancing and budgeting side of the game; knowing when to spend big and when to save up is crucial to the long term prospects of any fixer and their office.

A few final notes then:

Weapons and Threads are always considered **“One Time Purchases,”** there’s no subscription method of acquisition for them.

Unique items, and especially complex or plot specific pieces of gear, armor, or weaponry, can be invented and acquired by an office. Things don’t always need to be balanced around being somewhat readily available via mercantile means. Items can be one offs, or acquired as a gift, or method of payment for a contract, and these can be up to the game master and playgroup to create and design. Just keep in mind that the tables provided above are meant to represent **marketable** goods that are commonly sold around the city, and that fixers commonly seek out. Things that “aren’t for sale,” are just as valid to include as pieces of gear if they can be narratively acquired.

Vehicles can also be acquired, but mobility in the city is quite limited. Air travel is almost non-existent and **heavily** restricted by The Wings and Head, and cars are both expensive to purchase, fuel, repair, and difficult to operate in the cramped cityscape. Larger vehicles such as trucks, buses, and train-like transports, are far more common than civilian

vehicles in the backstreets, because they carry much more, and are capable of taking more of a beating. Nests may be more designed around its wealthier inhabitants having cars, but that is an exception and not the rule. Vehicles should then, by and large, be treated like **“One Time Purchase”** items, and require some effort to acquire. Or, perhaps, they can be crafted!

Speaking of, some playbooks and fixers may specialize in crafting and creation, and thus, should be aware that many items on the above lists, the Threads and Weapons especially, are open to being made in house by the fixers themselves so long as they have the skills and materials on hand. Any item with a “™” next to it though is made by a Wing, or subsidiary corporation of a Wing, and thus, they’ll need to be reverse engineered; special materials and facilities may also be required to replicate various items in The City. These are all a part of another downtime action known as **“Long Term Projects,”** but those will be explained later.

Lastly, as alluded to with Material Stabilizing Gel, gear, particularly Threads and Armor, but also various reusable pieces of equipment like Hover Carts and so on, can be damaged, and even destroyed. This is represented by two status that can be attached to items: **Dented** and **Wrecked**. These are denoted by a (D) or a (W) next to the item's name on the fixer’s or office’s sheet. When an item is **Dented**, all actions taken with it have reduced effect or worse position. When an item is **Wrecked**, it likely can’t be used at all, or becomes a burden in of itself. To repair a **Dented** item, you pay **one Ahn** during the office phase, and when an item is **Wrecked**, it requires **two or three Ahn**, depending on the item and playgroups ruling. These repairs are done instantly during the office phase when paying for them, and quality is guaranteed, returning the item to its baseline state, as the labor is being carried out by workshop members. If that sounds too expensive for you, and you have the know-how and equipment, your fixers can also use the **Repair** action to get your gear back into shape. The specifics of it will be covered in just a moment, but for now it’s important to know that fixing gear through the **Repair** action has the potential to get your gear patched up for free, but comes at the cost of your fixers’ free time.

Downtime And What To Do With It

Just because successful fixer offices are inundated with work, often having their pick of the litter when it comes to contracts, doesn’t mean that less fortunate offices are out there, or that the well off fixers can even handle the nonstop grind of contract after contract. Sure, the bills have to be paid, but it seems that even those who follow The City’s philosophy to its most extreme conclusions concede to the fact that humans require rest.

But, even so, there is much to be done with rest, and in between jobs as well, which, in Dark Distortions, is broadly covered under the **"Downtime Action Economy."** It is through **Downtime Actions** that Dark Distortions better represents the efforts and growth of individual fixers and the world at large over periods of time. This section will cover each Downtime Action in detail, explaining their purpose and how the players can best use them to their advantage mechanically and narratively.

Take note though, Downtime Actions are used only during the **Office Phase**, and when used, only two actions may be taken per **Office Phase**. Keep that in mind when considering the effects and purpose of these actions going forward.

Go To Market

When fixers want to gather a material benefit for their office, in the form of items and equipment, they undertake the **Go To Market** downtime action. When the fixer declares this action, they speak with the rest of their office about what every fixer wants and how much money they're willing to spend. Once this amount is settled, and the desires of everyone at the table is made known, the fixer who declared the action uses one of their two downtime actions, representative of the time and effort they spend to go on a shopping spree, or otherwise scour the city for retailers and dealers offering what they need. All items in the above table, and any the playgroup creates and deems to be readily available, are acquireable at this time; all that needs to happen is the exchange of currency, and the declaration of whether or not any **Subscriptions** are being made, as described in the above section.

Beyond just buying as many items as you can afford, the **Go To Market** action allows for fixers to **sell off** any equipment they no longer need, or resources they've gathered on their contracts. Examples of sellable items include: Harvested biomods and mechanical parts, intact organs and limbs, distorted/anomalous biomatter or substances, salvaged scrap materials, valuable documents stolen from wing or syndicate agents, and so on. Anything and everything has a value in The City, and while most things will only get you one or two Ahn, every bit of income adds up by the end of any given payment period.

Lastly, during the **Go To Market** action, the character who initiated the action can take part in the **Haggle** sub-action. This action can only occur during the **Go To Market** buy and sell period, and represents your fixer greasing palms and manipulating the merchants and salesmen of the city to sell some of their product on the cheap. Partially succeeding on this action, using, most likely, an action from the **Savvy** category, will earn the fixer two uses of a consumable item, such as ammo, spare parts, etc, at either one or zero Ahn. Fully succeeding often guarantees several charges of the item are given to you for zero Ahn, and critting allows for the fixer to begin a **Subscription** on the desired item without paying the upfront cost (though they still add the subscription cost at the end of the payment period.)

A good rule of thumb is to understand that if a fixer only needs to make a purchase once every few contracts, then taking the **Go To Market** action is likely unnecessary. However, if your whole office needs to make purchases, or anyone needs to make an important series of purchases at once, then this action is both necessary and valuable, as it is both a chance to spend your office's money on powerful equipment, and a chance to skim a bit extra off the top.

Just remember it costs one of your two base downtime actions to undertake this prospect, and that it would be wise to discuss who can afford to take this action during the current office phase, as your other fellow fixers might need to spend that time completing a critical project or mending their wounds.

Cavort And Consort

When fixers are looking for allies, contacts, or even affiliates, they often send either their office's Operator, or, generally speaking, the savviest and suavest of their members, to curry favor with all sorts of people in The City. This is done through the **Cavort And Consort** downtime action.

When this action is taken, the fixer making it must declare the service they are seeking, the individual they want to speak to, or the organization they wish to associate with. This could be another fixer office, a fixer association, a Wing, a syndicate, or a prominent figure in any number of smaller corporations and groups throughout The City. Regardless of who they are, the playgroup must then decide if the person or group elected are in fact capable of providing what the fixer wants. The Index, for example, isn't exactly an appropriate option when it comes to providing in-house medical services for your office's fixers. Maybe they *know someone who can help with that*, but they themselves aren't the person you'll be speaking to.

It's important then to answer these questions:

1. Who are they, where are they from?
2. Do they have a rank or power rating under the systems which exist in the city? If so, what is it?
3. What do they want? What buys their service? What drives their actions?
4. What will they give for getting what they want? What are they willing to do in exchange for aid?

Once the above questions have been answered by the playbook, the fixer taking the action rolls **Reason, Influence, or Collaborate** as a way of setting the tone for first negotiations when it comes to making a working relationship between the

two parties. **Dominate** could be useful in these scenarios, but when you **Cavort And Consort**, you're trying to acquire a *willing* ally, known as **Partners**, or to gather useful information or opportunities through diplomacy.

So, the roll is made, and the results are in, but what do they mean? Below will be a list of the four general rules for determining the outcomes. Overall, think of the initial roll as a mini-engagement check to set the tone for the overall conversation.

- If it is a critical success, the fixers will find the target to be just as excited about partnering up as they are, and may agree to the offer almost immediately. Otherwise, they may provide a slight discount, or be more honest than usual, given The City breeds a natural habit of lying out of a desire for self preservation. Your position will be controlled, but your effects will also be increased by one.
- If it's a full success, then perhaps the initial offer is quite enticing, or the target is in a particularly good mood that day. Either way, the meeting is set to go well and without issue, at least initially, start at a controlled position.
- If it is a partial success, then maybe the target is suspicious of the offer, but remains interested regardless. Maybe they have a problem that is directly conflicting with their ability to help you, making them less willing to negotiate. Regardless, it's a tenable matter, but you begin at a risky position.
- If it's a full failure, then the target is likely wondering why they even bothered wasting their time on this. The negotiations are liable to break down any minute, and your fixers are going to have to really lay it on thick if you want to salvage this matter and walk away with a signed deal. Begin the negotiations in a desperate position.

Once the results are determined, the **Negotiation** begins properly. This occurs as a small scene between the prospective **Partner** or invested party where the fixers lay out their desired service and why they came to the target. The target then lays out their demands, and either the office accepts, or may take action to change the target's mind or otherwise renegotiate the deal.

Just remember, people in The City always want something; nothing is truly for free. Such is The City's way. Oh, and do be careful! Botched **Negotiations** can lead to the acquisition of **Rivals** rather than **Partners**! And even then, sometimes making friends with one group successfully will undoubtedly make you enemies of another! Always consider where your office stands in the greater scheme of things, lest you be caught in a web of your own making!

If you want to know more about how **Partners** and **Rivals** work, then don't worry, that will be covered more in depth toward the end of the following chapter on Office Management, given that **Partners** and **Rivals** tend to be assets and adversaries of the office itself rather than ones aligned to any particular fixer; though of course that too is up to the playgroup.

Tend To Harm

When your fixer gets hurt on the job, they suffer harm, and when you want to walk it off and heal up, your fixer takes the **Tend To Harm** downtime action. It's rather simple, essentially, each fixer has a heal clock baked into their character sheet, as discussed back in the section about harm. When it fills up to four out of four points, harm is reduced across the board by one level. To fill it up, you take this action and choose from a list of three options for mending.

1. You enlist the services of a fellow fixer with the knowledge or skill to heal wounds. They then roll their **Reason** (or **Forge** for mechanized bodyparts) and apply progress toward the healing clock based on the result.
2. The fixer themself tends to their wounds by way of using **Endure** (or **Forge** for mechanized bodyparts) and applies the progress to the healing clock.
3. You pay a fee of 2 Ahn to a local Backstreets surgeon or Nest accredited doctor to automatically reduce all harm by one level if they have no harm above level three. If they have a level three harm, the cost is increased to 3 Ahn.

The third option exists primarily for fixers who lack solid healing ability within their own office, or for fixers that need healing fast and reliably rather than relying on the rolls of dice to fill the clock.

For those options which due influence the clock though, remember this rule for the results.

- A total failure grants one progress.
- A partial success grants two progress.
- A full success grants three progress.
- A critical success grants five progress.

Furthermore, if the clock is completed, all excess progress from the roll is carried over to the next clock.

When the clock is filled, reduce all harm by one level, and any level one harm gets removed entirely.

Distract Yourself

When your fixer gets too stressed out, it's likely wise to take the **Distract Yourself** downtime action. As described prior in the section on stress, the fixer spends one downtime action alongside any Ahn the option may cost per the table in that prior section, and stress is reduced based on a rolled amount.

Not much else can be said about this mechanic that hasn't already been explained, but one thing to keep in mind is the tactical acceptance of a Crisis, meaning, the fixer willingly maintains a high stress meter going into the next contract knowing they will get a positive result during their Crisis. Inversely, when you know your fixer is liable to get a negative result due to having a high amount of Breakdown points, it may be best to spend cash on some of the more effective forms of stress healing.

Long Term Projects

When fixers have certain plans in mind, especially complicated and multistep ones, it can often be difficult, in other systems, to go about completing them within a reasonable narrative and mechanical framework. Often it involves a lot of rolling and fudging some of the rules, especially in systems that are primarily combat focused dungeon crawlers. That's all well and good, but Forged In The Dark systems, and Dark Distortions by extension, offers the **Long Term Project** downtime action, or LTP, as a means of solving the problems most rpg systems have when it comes to realizing longform player visions.

Long term projects take a freeform narrative shape while keeping the mechanical interactions lite and easy to work with. Essentially, you create a clock based on the difficulty of the task at hand. This can range from a three segment clock to an eight or even twelve segment clock, or more. It all comes down to how long or complicated of a process the playgroup thinks it is. Then, an attribute is elected, and the fixer starting it then rolls that attribute whenever they want to make progress on it. When it is completed, the project's goal is achieved!

Generally speaking, LTP's are things that only one fixer can work on at a time, though sometimes assists are justifiable, or group long term projects can see progress made from a variety of fixers in the offices. All in all, it comes down to the goal and how it's being achieved.

Here are some example LTP's to get players thinking:

- Craft a custom fixer weapon or set of threads at your grade (5 point clock,) a higher grade (7 point or higher clock), or lower grade (3 point clock).
- Reverse Engineer Wing-Made Tech.
- Map out a derelict area of the Backstreets.
- Getting intel on a Syndicate's power structure.
- Conducting a covert and long term investigation on a Wing's activities.

- Developing new kinds of drugs or chemicals for field use or profit.
- Gather intel about one of the City's colors or another fixer office.
- Look into rumors surrounding the outskirts.
- Claim a piece of backstreets territory to be under your office's jurisdiction.
- Gain access to a **Quality Of Life Acquisition** for your office.
- Create a timeline of specific City history using disparate documentation from various sources.
- Achieve a means of permanent acquisition for various bits of gear, likely through controlling the means of production.
- Decipher a dialect or language unique to a certain part of the City, or come to understand that district's customs.
- Work on a marketing campaign to promote your office in a variety of ways with different messaging and branding.

These are just examples though, the potential is near limitless! Just remember, if it involves taking part in direct negotiations with another party, say, a prospecting Affiliate , or making direct allies, it's likely more appropriate to take the **Cavort And Consort** downtime action instead.

Repair An Item

When a fixer's arsenal inevitably suffers damage in the field, be it from your foes or sheer incompetence, unless you want to splurge on a brand new piece of kit, you're going to have to get it fixed. The most direct manner of going about this is sending it to a Workshop Office. All you need to do is pay a cost in Ahn depending on how damaged the item is. If it's **Wrecked**, you pay two or three Ahn. If it's **Dented**, pay one Ahn. This action is free to take when paying for the workshop labor, given it is all outsources.

But, when your fixer wants to go about their maintenance personally, either out of a sense of responsibility, a joy for the craft, or merely for cutting costs, they must make a **Reason** or **Forge** roll. When an item is **Dented** and this action is taken, a partial success will restore the item at the cost of a downtime action, as the damage is somewhat tricky to buff out or otherwise fix. A full success on a **Dented** item means it costs no action to fix, as your ingenuity solves the problem rather easily and cheaply. Critting on a repair for a **Dented** item allows you to repair another item as if an action had been taken to do so and resulted in a full success. When an item is **Wrecked** and this action is taken, a partial success will restore the item at the cost of a downtime action *and* one Ahn; the materials aren't cheap, and it's a rather intensive process. When you fully succeed at repairing a **Wrecked** item, you still pay one Ahn for the materials, but manage to solve the matter in a reasonable time. On a crit for repairing a **Wrecked** item, you pay no Ahn nor do you spend any downtime action, but you only repair one item at a time.

Practice And Train

When a fixer wants to improve their skills in a less life threatening scenario, then the best thing they can do is hit the weights, books, and training dummies, primarily through the **Practice And Train** downtime action. Simply put, when you take this action, your character marks **one experience** in the attribute category of their choosing, being either **Savvy, Prowess, or Technical.** Be aware, some **Quality of Life Acquisitions** or **Premium Assets** for your office can increase the amount of XP gained, just as they can benefit a variety of other downtime actions.

Character Creation

Now that the mechanics of how characters work is all laid out, it's time to get into how characters are actually made. It's meant to be a rather smooth and simple process focusing mostly on a few key choices that are then further fleshed out by a player's given concept and creative input.

In short, the sections will be covered in order of this step by step list that players can follow when creating their character:

1. Name
2. Relationships
3. Background
4. Alias
5. Appearance
6. Raison D'etre
7. Playbook Selection
8. Attribute Allotment
9. Starting Ability

Naming Your Fixer

The City is the largest contiguous habitat for humankind. The Head claims it is the only suitable place for humanity left in the world, while also just so happening to be the first. Some City historians claim that there were never any other forms of civilization outside of The City, save for a few tribes of nomadic peoples who have been lost to time. Evidence of societies outside of The City yet remains in the form of The Ruins and small pockets of disparate exiles and wastelanders, but the Head will not verify any given claims about times before The City's existence, nor will its agents humor the notion of any society besides the one it perpetuates and dominates. As far as you should be concerned, as a current denizen of The City, your world ends at the walls that keep you safe from the unending horrors of the outskirts, unless, of course, a paycheck demands you stretch your legs in the blasted lands of "The Suburbs."

That said, it should be made clear that, despite being a monolithic society on a governmental level, centered around the absolute power of The Head, Eye, Claw, and Wings, the culture of The City is anything but singular. It is rather anachronistic, really, with each district sometimes sporting a plethora of different culture groups, dialects, or even different languages, though all denizens of The City are expected to know Urban Vernacular, enforced under penalty of fines or compulsory education. This critical mass of differing cultures, having mixed and influenced each other over the course of centuries, allows for a narrative freedom in naming conventions not typically found in most fictional settings.

It is a favorite convention of the creative minds over at Project Moon to name characters after significant historical, and, particularly, literary figures, be they characters from a book, or the authors and artists themselves. Taking inspiration for names from various works of literature, and even using them as a template for your character concept, is not only acceptable, but encouraged, as it reflects the cultural present of The City, which may indeed be a future of our own timeline that has since forgotten the origins of these iconic names and stories, yet repeats and refashions them within a new context regardless.

Names can otherwise be personally crafted on the spot purely from the player's imagination, or be borrowed from real life cultures, and all is still well; anyone can be found in The City, you just need to know where to look.

That said, surnames don't seem to be quite as common, or, rather, they are rarely shared between denizens. People in The City live rather private lives, after all, and while families do, of course, exist, the concept of a tightly knit family unit is less common in The City. Speaking of family....

Relationships

Despite the nonstop grind of near meaningless labor by corporate drones, and the unending struggle to cling to life from a state of poverty, people love and hate one another all the same. Humans are nothing if not social creatures, and while the people of The City might be woefully alienated from their own humanity, there is still a desire in them for companionship. More often than not though, people tend to have more enemies or rivals than they do friends. Friends are hard to come by, see, because friendship demands a certain level of trust, and trust cannot be bought for any amount of Ahn. This goes doubly so for fixers, making their friendships and rivalries even more significant, as they are often the reasons for ending a fixer's career in a less sudden and brutal fashion.

When making your fixer, you should come up with two or three individuals in your fixer's life who hold some level of significance. Give them a name and loose concept; the little sister they always took care of, the backstreets bully turned syndicate goon, the old man down the street who you often buy drinks for. No matter how insignificant and passe their relation might be to the fixer, the fact that your character can have a deeper connection to them is important. Furthermore, that connection should feed back into their **Raison D'etre**, which we'll be retouching on in a bit. This isn't a matter of mechanics, obviously, but it helps to solidify your character concept, or just makes the matter of describing and fleshing out your character all the easier if everything can be traced back to the **Raison D'etre** in one way or another.

Background

The same can be said of your character's background, which, chiefly, should answer, in part, how your character got here; why they chose to be a fixer. Do they have unpaid debts? Do they glamorize the fixer lifestyle? Can they simply not stand corporate labor and typical wage slavery? Or is it something more personal? Whatever the case, mark it down, right a sentence or a few words about it, and run it by the playgroup. It should be pretty clear why they became a fixer, or, at least, how they came to work in the playgroups office.

Here's a list of example background quips to be used as a springboard for any prospective fixers:

- I was tired of living a boring corporate life; I needed excitement.
- My parents were fixers, so why not me?
- My idol is a fixer, I want to be like them.
- Syndicates have hurt my family, I want to make them pay.
- More power to be gained as a fixer than in a corporate office.
- A criminal record keeps me out of more "normal" jobs.
- I live for the thrill of the kill; I do not fear death.

- Working as a fixer keeps me safe from a worse fate.
- I just felt like I have to; no good reason if I'm being honest.
- Fixers have some of the best economic mobility; I think I can make it big.

These are all rather general reasons, ranging from desire to necessity or even apathy, but regardless of the reason, they can all be used to support the rest of your character's concept, which is what's really important.

Callsigns and Aliases

In the field, fixers may prefer to have nicknames and aliases used in place of their real name. This can be for a variety of reasons, including a desire to preserve anonymity. After all, if you're up against a syndicate with loved ones back home, having your name revealed to any potential survivors of your contract may leave your family open to reprisal. Others just don't like to be known at all save by those they can really trust. And some fixers just like the idea of having a cool little nickname to use in the field.

It's hardly necessary, but don't shy away from using one if you think it makes sense, or even just seems fun!

Appearance

Every fixer looks a certain way, both on account of their genetics, and due to their choice of apparel. Some offices have strict rules on uniform, the associations especially, while others encourage fixer's to personalize their looks to their heart's content. Either way, no one in The City can truly be said to lack a sense of uniqueness, even when they're forced into a uniform look.

Spend a line or two describing how your fixer looks, feature wise, and wardrobe wise. What clothes do they like to wear? What are their defining physical characteristics? And how do they carry themselves? Answering any of these can help give your character a more realized presence at the table.

Raison D'etre

As discussed in the prior section on stress, emotional actualization, and crisis, the **Raison D'etre** serves as a thematic foundation for your character; a statement of intent with regard to what you as a player want to explore with them. It should be listed on your character sheet in the designated location. A sentence or two, or a singular concept, works just fine. Keep it succinct and poignant; pointed.

Playbook Selection

When you've got your character's personal details sorted, it's time for you to select a playbook! Playbooks are essentially "classes" in other role playing games. They grant you access to specific special abilities, tools, pieces of gear, and so on, while further fleshing out and defining their place in the fiction. Each playbook also comes with a set of three points in two attributes to start out, helping to defin their baseline role in the game, though that doesn't mean different characters can't use the same playbook and mechanically act very differently.

As for the specifics of any given playbook, they are divided into different categories. These categories are the **Career Abilities**, **Base Acquisitions**, and the **Advancement Track**. In order, **Career Abilities** are your archetypal powers or "special abilities" as described in other systems. **Base Acquisitions** are pieces of gear your character can always be said to have access to as a consequence of their trade and professional duties. Lastly, the **Advancement Track** contains a series of questions asked at the end of every session. Answering "Yes" to these questions is the means by which all characters gain experience, and it varies between playbook.

In the following sections after the matters of **Attribute Allotment** and **Starting Ability**, each playbook will be discussed more indepth.

Attribute Allotment

Once a playbook is selected, and your baseline attribute points, or "pips," are slotted in, it's time to spend your freebie points. Each fixer at character creation gets **four free** attribute pips to put in any attribute they want, one stipulation: You can't increase any attribute **beyond two dots at character creation**. You can of course increase your stats afterward through XP gains, but that will be covered later. The only exception to this rule is the Greenhorn playbook, which begins with one less free attribute point to distribute on account of their unique playbook assigned pips.

Starting Ability

Finally, each character begins with a **Career Ability** unlocked and acquired. This can be any of the ones listed on your chosen playbook **except for Veteran.** Veteran is an ability that is common across all playbooks, and available for all office types as well. It allows you to pick an ability from another playbook, but it can't be taken on a playbook advancement until you have acquired two Career Abilities, including your first, and it can only be taken twice!

Be wary about taking abilities from other playbooks though, as they are often designed to compliment the playstyle of the originating playbook, as well as other abilities from that book.

Playbooks

At last, it's time to go through each playbook individually and detail all of the mechanical potential they hold! For easy reference, there will be a small table prior to the more in depth analysis of each playbook. This table will be listed in the same order the more detailed breakdowns are and provide a quick and easy glimpse into what each playbook is about.

Playbook Title	**Starting Attributes**	**Description**
Scrapper	2 Skirmish, 1 Dominate	Get stuck in the thick of it, really mess 'em up good. Fight without honour, because the dead don't get paid. Make 'em spit teeth after every blow you land, and you'll have the respect of your fellow fixers. Besides, there's nothing more honest than a pair of dead hard fists and a strong back to wield them.
Bulwark	2 Endure, 1 Ruin	Let no blow go unanswered. Be the shield of your office, and a defender of the weak. Shrug off wounds that would kill a lesser fixer, and carry your office to the completion of every contract on force of will alone. You're the first into the fray, and the last one out.
Sleuth	2 Collaborate, 1 Reason	Solve mysteries before they happen, anticipate deals before they're made. Knowledge is power, and you've got files on most things. The things you don't know about, well, you'll learn them soon enough. Nothing escapes your gaze.

Hustler	2 Influence, 1 Collaborate	You're a smooth talker, a silver tongued devil, a money printer. You make the best out of a bad situation, turning abject failures into golden opportunities. Your words carry far, and your inside knowledge of the wings and political savviness is not to be trifled with.
Shade	2 Skulk, 1 Skirmish	They never saw it coming, and, of course, they couldn't have. You were never there, afterall. Or, were you? It's hard to tell, even for yourself. That's how good you cover your tracks. Infiltration, assassination, obfuscation, the art of the shadow war.
Shrike	2 Shoot, 1 Maneuver	Guns may have gone out of fashion about four centuries back with the tax on ammunition, but you'll be damned before you give up the ghost. If six bullets are worth your entire week's pay, then you'll make sure it's enough to kill anything that moves. Fire, reload, fire, get paid, repeat.
Gearhead	2 Ruin, 1 Forge	The flesh is weak, and expendable. Why settle for anything less than the shiniest, sturdiest chrome? Two arms? Four is more efficient. Digestive tracts? Unnecessary, a small reactor core can power at least five auxiliary systems attached to your chassis. You can do the work of an entire engineering crew all on your own, and you don't settle for second rate.
Poindexter	2 Reason, 1 Operate	Wingbound R&D departments might as well be *begging* you to sign on with them. Or maybe the Eye has its gaze fixed on you; intellectuals are dangerous to the status quo, you see. Your eminent mind is a powerful thing, capable of spawning great creations, and finding the weaknesses in this flawed, contradictory world.
Aberrant	2 Maneuver, 1 Endure	Tainted by experimentation and pollution, dumped in the backstreets or outskirts; left to die. But you're no simple human. You are something more. A survivor, a thriver, a predator. Maybe you get sneers and jeers thrown your way, but that's just because polite society isn't ready to accept its own failings when compared to something like you.
Greenhorn	1 Collaborate, 1 Maneuver, And 1 Dot in a Third Attribute of your Choosing	A bright eyed and idealistic kid; this runt has just stepped into the world of adulthood within The City, and is about to have a *very* rude awakening to the darkness of that reality. It's hard not to pity them, really, but don't fret over them too much, even the young have tricks up their sleeves, and besides, if they survive, they'll become just as merciless and cutthroat as any other seasoned fixer.

If any of these catch your eye, scroll down to get a better look at all of their skills and equipment in detail!

“Check this one out. Typical, really. Might as well be the posterboy for the whole industry. Some young’in with a chip on their shoulder and an itchin’ for violence. Not that there’s anything wrong with being that sort of fixer. Hell, I was that sort of fixer. Really, we all are, at one point or another. It’s the ones who stay that way who you should watch out for.”

-The Old Fogy Fixer

Starting Attributes:

- **2 Skirmish**
- **1 Dominate**

Base Acquisitions:

- **A Deadly Fixer’s Weapon** (Fixer Grade)
- **A Nonlethal Fixer’s Weapon** (Fixer Grade)
- **Simple Fixer Threads** (Fixer Grade)

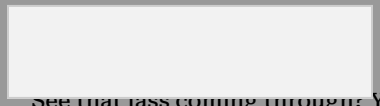
Career Abilities (0/8):

- **All Out Assault:** You throw all of your strength behind a single attack. When you activate this ability, you automatically make a Prowess Resist roll at minus one diel. A full success sees you suffer no harm. A partial success sees you suffer one level one harm. A total failure causes a level two harm. **This harm cannot be reduced in any way while completing the action.** But, regardless of harm sustained, or even if the character dies in enacting this attack, your action gains two levels of added effect. If you would gain more levels effect than is possible, IE, more than Extreme Effect, gain an extra dice instead of raising it beyond Extreme.
- **Always Ready To Scrap:** You always have a sense of when a fight is about to happen. You gain a narrative warning whenever you are about to be caught off guard by an attack or ambush and may act on said information. If there’s a question of who acts first in a scene, you do.
- **Gutter-Punk’s Cookbook:** Your time in the backstreets has opened your mind to a world of chemical possibilities. Gain +1d to all LTP’s regarding the creation of backstreets sourced chemicals and combat enhancing drugs. You can also identify any backstreets drug with a look, as well as users of it.
- **Never Unarmed:** Your fists and feet count as deadly or nonlethal fixer weapons of your grade at all times. Fallback knives also count as fixer weapons of your grade plus one.
- **“Don’t Even Try It:”** When you commit or threaten acts of violence, it is particularly terrifying, even to hardened fixers and thugs. Take plus one die whenever you use Dominate on a target who is afraid of you. Entities who are afraid of you cannot attack or approach you first.

- **Battle Trance:** You have learned to cope with the stress of life or death scenarios by entering a dissociative, trance like state, sustained through acts of violence inflicted on others. Your first use of stress during combat scenarios, outside of group actions, can be ignored. If your character would **Despair** in a combat scenario, don't. Does not affect **Distortion** or **Actualization** mechanics. When combat ends and no apparent danger is near, **Enter Despair** if it was avoided by use of this ability.
- **Born To Fight:** You're a natural killer, the perfect soldier of fortune; at heart at least. Your body will always need some work though, as will your skills. When you **Train** prowess, gain **one extra experience point** and heal one point of stress.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge with violence or menace.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.



"See that lass coming through? Yeah, you'd be forgiven for mistaking her for one of R corp's Rhino team. Some Fixer's don't like leaving the fate of their bodies to chance. Can't say I blame 'em. The City's deadly enough when you aren't doing work like this. Besides, they make good mobile cover.... Don't look at me like that; you can bet she's the most well liked fixer in her office for the work she does. No one, and I mean *no one*, lives long after pissing off the resident heavyweight."

-The Old Fogy Fixer

Starting Attributes:

- **2 Endure**
- **1 Ruin**

Base Acquisitions:

- **A Ruinous Fixer's Weapon** (Fixer Grade)
- **Heavy Fixer Threads** (Fixer Grade)

Career Abilities (0/8):

- **Payback:** When you suffer harm, you may take immediate narrative action with plus one die regardless of circumstances, even if you suffer a level three or greater harm. No stress is required to activate when impaired by a level
- **Your Shield:** Taking after the Zwei Association, you never let undue harm come to your, often less sturdy, allies. Whenever you intercept a harm directed at an ally with the **protect action**, you automatically reduce that harm's level by one to a minimum of one. It can be further resisted by normal means involving stress and resistance rolls.
- **The Best Defense:** The fixer who strikes first often strikes last, but you never let your guard down, just in case. After making a successful offensive action against an enemy, gain plus one die to your next resist roll.
- **Battle Brothers:** You know that strength and skill alone don't win battles, but the bond between fighters which carries the day, and so you hope to forge a strong one with your comrades. At the start of every contract, select a fellow fixer. Whenever either fixer suffers harm, the other fixer gains a bonus die or effect on the next action they take, so long as it avenges or aids the bonded fixer.
- **"Stand With Me!:"** You lead in battle not just by physical example, but by emotional example. So long as you are not experiencing **Despair**, all allies currently experiencing **Despair** can receive an assist from you or push themselves to act as normal.
- **Sturdy and Spry:** You're so used to operating in heavy equipment that you feel practically naked in armor that can't stop a bullet. All forms of fixer threads, excluding EXO Suits, Biomods, and Mechanized Chassis, have their load costs reduced by one when you wear them. You also suffer no penalties to maneuver or skulk when using medium or heavy load, unless you're trying to hide your gear.
- **Beacon of Hope**: The office looks to you in the thick of the fray during the most dire of jobs, and you're no stranger being their light in the darkness. When you lead a **group action**, all fixers taking part in it, including yourself, ignore harm penalties. If your fixers are "losing" in an encounter, or the operation is in immediate jeopardy, you gain extra effect on all **group actions** you lead.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge with bravery or endurance.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"Look at this clown, so up to their neck in notes and 'evidence' they can barely see where they're walking. Really, I'm surprised to see them here; usually it's coffee they're binging when they're 'on the case....' Yeah, a real 'detective' that one. Don't get me wrong, it's respectable work, damn near essential for most

contracts, but I've never liked the nosy types. Especially the ones who never seem to be wrong. "

-The Old Fogy Fixer

Starting Attributes:

- **2 Collaborate**
- **1 Reason**

Base Acquisitions:

- **Simple Fixer Threads (Fixer Grade)**
- **Fixer's Investigation Kit**
- **Interrogation Tools**

Career Abilities (0/8):

- **Meticulous Investigations:** You've gone through enough cases to learn how to avoid common and damning mistakes. Now, little surprises you while you're on the case. Once per **Hunt** phase you may ignore the consequence of any singular action. This costs no stress.
- **Dubious Prosecutor:** Ironically, your time spent wading through bullshit stories, tall-backstreets-tales, and false flag operations has made you surprisingly good at a unique and powerful deception technique known as "Lying." When you blame another entity for a crime or nefarious act, you gain increased effect. If you yourself committed the act you are blaming the entity for, heal one stress as well.
- **Conspiracy Realist:** Bizarre and nonsensical theories are easy to come by in The City, but you're on the trail of the truth "*they*" don't want you to know. Who's "they?" You're not sure, but you're going to find out even if it kills you! When you engage in a **Long Term Project** involving an investigation, you always gain one extra point of progress towards completing the clock. Whenever you complete one of these **LTPs**, mark one xp.
- **Little Black Book:** Your near obsessive digging into the personalities and lives of The City's inhabitants has seen you amass a healthy, if disturbing, collection of data on any given individual of prominence. Once per session, during the **Office or Hunt Phases**, you may ask the game master to divulge a weakness, secret, or piece of valuable gossip about an NPC. When you take on a contract and plan or act on this piece of intel, your office gains an extra die.
- **Urban Sheriff:** The backstreets locals, and even the Nestgoers, should you happen to live in one, see you as an uncomplicated and honest citizen of The City; a real truthseeker. Sure, you're doing it for money, but so is everyone else. You begin every social encounter with backstreets dwellers, nest dwellers, and corporate drones at a safe position, and cannot enter a desperate position with them as a result of a consequence. They are also generally more willing to confess wrongdoing or admit certain things to you that they might otherwise take to the grave, so long as you promise to stick to the role of the "level headed do-gooder."
- **Going Undercover:** Your ability to adapt to a variety of social scenarios and take on the behaviors expected of another group or person of interest is commendable to say the least. When you're in disguise as someone else, you can ask the game master any

question about how you should act or what you should do so as to not be suspected. When you take on the persona of someone in a position of power, gain extra effect to all Savvy rolls while your disguise remains intact.

- **Network Detective:** The City's digital infrastructure is bizarre and byzantine in comparison to the real world's world wide web. hundreds of intranets exist across every district, run by various corporations, wings, syndicates, and civilians, all surveyed and loosely connected by an over-net, whose purpose is as shadowy as The Eye which created it. Fortunately, you're an experienced intranet sleuth; no online space is totally hidden from your gaze. You always know if a target entity is a part of, or controls their own intranet, and what it is generally used for. You also gain an extra die to any rolls made to infiltrate and or compromise said network.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge by digging deeper, deduction, and inquest.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"Wings kill me now, I know I said I can't stand the gumshoes and their snooping, but *this guy*, that one there, in the fine suit; the one that looks like he belongs in a nest getting coddled and waded on by corporate drones. They're the kinds of fixers that *everyone* hates.... Why? Because if you want to be successful and throw your weight around with the wings, you *need* someone with their skillset. He may come off as sleazy loan-shark or wing-bootlicker, and he probably is, but believe me when I say that devil has a silver tongue."

-The Old Fogy Fixer

Starting Attributes:

- **2 Influence**
- **1 Collaborate**

Base Acquisitions:

- **Luxurious Threads** (No grade)
- **A Bizzare Fixer's Weapon** (2 ~~A~~, Fixer Grade)

- **Free Starting Cash, 4 ₳**

Career Abilities (0/8):

- **Black Market Deals:** As a regular customer in the seedy underground markets of the backstreets, you are uniquely positioned to acquire what other fixers would struggle to even know about, and at a reasonable price to boot. When you **Go To Market**, you can access the **Taboo Market**, allowing your office to make purchases on gear that would otherwise be illegal or marked as contraband. This can include stolen and repurposed **E.G.O.** gear from the fallen Lobotomy Corporation, or **dangerous** artifacts from the outskirts. Mind the side effects and risks that come associated with harnessing such power though; there's a reason the Hana and Head keep this stuff away from public markets.
- **Foot In The Door:** Your ability to make contact and deal with people well above your fixer's weight class is noteworthy, and is liable to earn you unique access to jobs and opportunities that other fixers would kill for. You pay no extra cost for gear that is one tier above your own grade tier. You also also gain increased effect on social rolls made toward individuals who outclass or outrank you.
- **Insider Trading:** Keeping an ear to the ground of the blood soaked markets that keep the city, and by extension, the fixer industry running, is crucial to being ahead of the curve. Whenever you **Haggle** during a **Go to Market** action, you may reroll the result and take the best of the two. You also always gain one extra use of whatever it is you are haggling for, assuming you succeed.
- **Syndicate Associate:** No one in the City who wants to do business can go without a trustworthy middleman or third party to arbitrate and moderate meetings across faction lines, not even the Syndicates; especially the Syndicates. You have a reputation for keeping meetings between criminals and black market brokers civil, and are respected for it. Once per payment period (every three contracts) you can call in a favor from a syndicate of your choosing relative to your fixer and office grade. Contracts given by syndicates grant an extra 1 ₳ at payout; a tip for services rendered, and silence kept.
- **Fixer Grindset:** Fixing isn't enough to always make it big in the city. Or, at least, the fixer industry isn't as big as it is just because there's a lot of people to kill, and a lot of dirty work to do. Action figures, movie licensing, paraphernalia, media appearances; merchandise makes the fixer world go round, and you're working overtime to make sure your office prospers. Whenever you **Distract Yourself**, **Mend Harm**, or work on a **Long Term Project**, gain 1 Ahn, representing your tireless efforts to sell your office's brand.
- **Corporate Affiliate:** Goon, bootlick, sellout, and drone are offensive terms; in the modern days of the city, we call fixers like you "Affiliates." You have a unique relationship with a wing, either by being an ex employee, or through chance meetings with powerful people. These individuals will provide you with side objectives during every contract you take on, representing their own interest in the matter. If you complete this side objective, gain plus two progress toward increasing your fixer grade. Those grade assessment tests become *a lot easier* when you have friends like these, but spurn them at your own peril.
- **"A Golden Opportunity!:"** Once per three pay periods (nine contracts total), you can declare that you have found **"A Golden Opportunity!"** This manifests as a unique contract which you create with the playgroup. This contract is often extremely well paying, offers greater grade progress, and a chance for acquiring unique pieces of kit or permanent office upgrades should you succeed. Be forewarned, these missions are also very dangerous respective to your office's grade tier. Fortunately for you, you ignore all harm effects and despair during the contract; the craving for cash will not be beaten by pain or exhaustion.

- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge through guile and social engineering.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"I'd ask if you could see the lad I'm pointin' at, but even I don't know where he is! Hell, he's probably right in front of us, and we don't even know it.... No, you damn fool! He isn't invisible, he's just the kind of fixer that never gets noticed until it's too late. You'll know the type when you work with 'em. After all, that's the only time they let themselves be seen."

-The Old Fogy Fixer

Starting Attributes:

- **2 Skulk**
- **1 Skirmish**

Base Acquisitions:

- **A Hidden Fixer's Weapon** (Fixer Grade)
- **Lite Fixer Threads** (Fixer Grade)
- **Thief's Tools**

Career Abilities (0/8):

- **"Like I was never here:"** You know how even the best of fixers meet their end, at the hand of assassins sent by rivals following evidence witless novices and cocky veterans left behind; you won't end up like they did. You leave no evidence behind of your presence during a contract so long as no one sees you directly. Gain an extra die to all rolls made to exfiltrate or otherwise leave a dangerous scenario as long as you remain hidden.

- **Death Frenzy:** Cornered pests often fight more viciously than one would ever expect; you're not so different from the rats in that sense. When you roll at a desperate position or worse in combat, gain an extra die and reduce harm effects by one level for the duration of the roll. This allows you to make desperate or worse position rolls at harm level three, but harm level four still kills you.
- **Toxicology:** Your chemical curiosities, and the abundance of ungodly substances to be found across the backstreets, has turned your line of work into a playground for poisons. You can create harmful chemicals via **long term projects** and apply these poisons to you and your fellow fixers' weapons. The severity and uniqueness of the effect and the number of doses determines the length of the **LTP** clock. You also gain an extra die to any roll made to identify a harmful chemical and its properties.
- **Cool Under Pressure:** When a pin drop could give your position away to an entire gang of backstreets goons, you quickly learn how to hold your breath and keep calm for extended periods of time. When you have more than **five stress**, the position on rolls you take is increased by one; risky positions become safe, and desperate positions become risky and so on. If you are at a safe position already and this ability is active, you gain an extra die.
- **Obsessive Haunt:** You're all over your quarries like a cheap suit; there's nowhere to run or hide from you. Once per phase, during the contract or hunt phases, you can elect a target that you know the face and name of. Whenever you attempt to stalk or spy on this target, you gain extra effect or an extra die. Whenever you kill or capture this target, you heal one stress.
- **Technical Infiltration:** The high tech of The City's infrastructure has forced thieves and shadowy sorts of all kinds to up their game, and you're no exception. You can push yourself to make an Operate, Ruin, or Reason action using your Skulk or Maneuver dice pools plus one, calling on one of many tricks of the trade to get by in a scenario where other shades would be hard pressed to proceed.
- **Slippery Bugger:** When you escape certain doom, you walk away confidently, knowing you weren't even close to death. Lite Fixer Threads now grant you one use of armor, and whenever you expend armor, you may automatically take narrative action equivalent to a maneuver roll or skulk roll that passes without complication.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge through stealth or subterfuge.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"If you thought that walking slimeball was rich, take a look at this loon. He's a real, bonafide gunslinger; in this economy! Almost makes my wallet cry *for* him! Ah, but don't get cocky, kid. Ammo's heavily regulated for a reason... and sure, not even I know the real reason, but I've got an inkling, and it's this: Even the agents of The Head and Claw have reason to fear a crack shot, and that fixer's out here to prove those fears right."

-The Old Fogy Fixer

Starting Attributes:

- **2 Shoot**
- **1 Maneuver**

Base Acquisitions:

- **A Fixer's Rifle** (Fixer Grade)
- **A Fixer's Sidearm X2** (Fixer Grade)
- **Standard Ammunition X 1** (Refills After Every Contract)

Career Abilities (0/8):

- **D.I.Y. Munitions:** With the heavy restrictions put upon the manufacturing of firearms and ammunition, coupled with brutal tax hikes of bullets in particular, it's no surprise to anyone that the best shooters in the city tend to have an inhouse supply, and you're one of those fixers. After every contract, you refill three total uses of Standard Ammunition instead of one, and you can perform long term projects to craft special ammunition types with plus one die.
- **Magic Bullet:** Whether you're one with the gun itself, lucky as all sin, or just that damn good of a shot, you get more mileage out of every bullet than the average fool with a firearm. You can make impossible shots by firing at corners and solid surfaces to bounce bullets with a malus of one die to your shoot pool. Furthermore, if you land the killing blow on a target, the excess progress on the clock needed to kill that enemy, if any excess exists, is given to another target of your choosing.
- **Sniper:** You could sit in a single position, honed in and at attention, for hours on end without so much as thinking of sleep or other distractions. When the target's finally in place, your client can be damn sure you'll be ready to put them down. You suffer no penalty to position or effect when firing at any distance so long as you have time to set up. Whenever you kill a target at a long range, mark one xp.
- **"Return fire!:"** Your spite in the thick of a fight is so potent that it even puts your fellow fixers on edge. Whenever you take harm, you can elect to make an offensive action with your guns at the target who inflicted said harm before anything else, ignoring harm effects for that action. If you kill the target, heal one stress.
- **Tactical Formation:** Moving as a unit and working together to complete an objective is at the heart of any dangerous operation; assuming you want to succeed. Fortunately for your coworkers, you know how to whip a squad into shape and get shit done. Whenever you lead a group action in a combat-possible scenario, all fixers who take part in it except for yourself gain one point of **Special Armor**, which can be used to reduce most types of consequences.
- **A Nose For Trouble:** Call it a gunslingers intuition, but you have a unique sense for when danger is afoot; your trigger finger starts to itch, and the hair stands up on the back of your neck. When you are being walked by an unseen force, you are immediately made aware of this fact. Furthermore, you can get a general idea for how dangerous any given situation is, and the game master has to tell you why and how the situation is dangerous.

- **Designated Joyrider:** When a contract demands any form of vehicular activity, they look to you for your expertise. You can drive any vehicle as if you were trained in its basic functions, and you know how to hotwire any given vehicle to work without a key. You suffer no penalty to position or effect when firing your guns while driving or riding in a vehicle.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge by taking out key targets or providing intel to your fellow fixers.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"Sheesh, you could hear this one coming from a whole block away. She's more metal than man at this point, and all the more dangerous for it.... Ugh, and the smell of grease. Never could get used to it, even after all those years I spent working with Griselda.... I'll tell you about them some other time; the thing to watch out for with these types is their... versatility. A well made machine can do just about anything a human can. It's why the Head banned AI; gotta keep a human brain around if you don't want to disappear.... Personally, I think having a human brain makes 'em more dangerous.... Yeah, there's a brain in that rust-bucket, and it's all the better equipped to make it in this world compared to your flabby meat-body."

-The Old Fogy Fixer

Starting Attributes:

- **2 Ruin**
- **1 Forge**

Base Acquisitions:

- **A Cybernetic Fixer's Weapon** (Fixer Grade)
- **Fixer's Mechanized Body/Chassis** or **A Cybermod** (Fixer Grade for Chassis, 4 ₳, up to 4 ₳ for a Cybermod; cost of surgery is waived, unless the acquisition cost is zeroCan be multiple cybermods to equal 4 ₳ total. Unspent ₳ is not saved.)
- **Spare Parts X 1,** (Refills after every contract)

Career Abilities (0/8):

- **Overclock:** Your ability to push your cybernetic augments and prosthetics past their manufactured limits ensures you'll burn brightly, though likely not for long if you aren't careful. You may choose to inflict a level one harm upon any given cybernetic augment or prosthesis on your person. When you do this, all actions you take using that prosthesis for the rest of the scene gain an extra die.
- **Carrion Mechanic:** You leave no stone unturned, no dumpster unplundered, and no corpse unrobbed. If there's value to be gained from something discarded, you'll notice it. Whenever you salvage or butcher the remains of a broken or deceased thing, be it a human body or a ruined machine, you always gain either one unit of "reclaimed flesh" or "quality scrap metal," depending on what it is you're scavenging. Every unit of this salvaged material can be sold for one Ahn each during a **Go To Market** action, or be used for other actions and projects. (Generally, normal scrap metal and butchered body parts cannot be sold for Ahn unless sold in bulk.)
- **Well Oiled Machine:** You fine tune the mechanical pieces of your body to the point of near alien efficiency; even master workshop engineers could take notes from your techniques. Whenever you **Push Yourself** on an action utilizing or aided by your cybernetics, you automatically take both +1d and extra effect. If an ally assists you on this action, **Pushing Yourself** only costs one stress.
- **Routine Maintenance:** Your dedication to keeping a sterling sheen has turned most forms of self-repair from a chore to a thoughtless, effortless endeavor. When you **Tend To Harm**, you automatically reduce all harm denoted by a (C) by one level. Normal harm, IE, harm afflicted to your fleshy bits or psyche, is reduced normally by completing the healing clock.
- **Workshop Certified:** You spent a few years training under one of the City's famous Fixer Workshops, and have learned professional secrets from the masters and insiders of the industry. Reduce the required point value for all clocks centered around creating an item via a **Long Term Project** by two points to a minimum of two.
- **Cold Logic:** All necessary functions and processes in your brain have been gutted. Your very thought process has become more efficient. Your brain may remain fleshy, but it too has been modified through complicated surgery, and you yourself have committed to thinking and living as a machine would; as close as a human can get to that, at least. You are unaffected by anomalous, esoteric, or distortion based threats which attack the psyche of individuals. Your perception can still be warped by such entities or effects, but your emotions cannot be manipulated, be it by distortions, abnormalities, or mundane humans, and you no longer experience fear. Entering **Despair** narratively changes to reflect a logical fallacy or error in your mind that you yourself cannot easily resolve, but mechanically is unchanged.
- **Transhumanist Euphoria:** The less your body consists of meat, the better, and for every bit of chrome or steel installed into your ever improving form, you feel just that bit closer to the perfect, ideal self. During the Office phase, for every cybernetic modification or piece of gear installed into your person (including any chassis or weapons), you may heal up to half that amount (rounded down) of stress at no cost.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge

- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"Ahhh, the airhead has arrived. Real chipper, that one. Mind their ego, it's bigger than anyone in the whole damn bar; if only they didn't have the cred to back it up. Aye, they're a dangerous sort, the *really* dangerous sort. Sure, the barely functioning psychos with blades calling themselves fixers might gut you, but the brainiacs? They're the ones behind any successful office. They keep the freaks in line; their eyes always on the real prize.... No! Not money, you halfwit! Money's a means to an end in this business. True power... true power lies somewhere far beyond where all the Ahn in the world could get you."

-The Old Fogy Fixer

Starting Attributes:

- **2 Reason**
- **1 Operate**

Base Acquisitions:

- **A Non-Lethal Fixer's Weapon** (Fixer Grade)
- **Simple Fixer Threads** (Fixer Grade)
- **An Invented Item Of Your Design** (Worth about 4 ₳)

Career Abilities (0/8):

- **Calculated Risks:** Your ability to predict all outcomes of a given situation is impeccable, and allows you to ride the line between genius and folly. Whenever you propose an action that would be at a risky position, you can ask the gamemaster what the consequences of different roll results would be.
- **Urban Magician:** Rumors on the wind speak of "The Ruins," a sprawling mecca of madness in the far reaches of the outskirts where magic truly exists. The horrors within it are beyond speaking, yet it is regarded with a wonder that bedazzles all who hear of it. You know some small truths of the occult, and can wield magic in a limited form; really, to you, it's just a science man has not yet come to fully understand. You can read the occult and secret languages of the city without issue, and, once per payment period (every three contracts,) you may use your reason attribute to perform a magical feat or take part in an esoteric ritual. This magic always comes at a cost of some sort, but allows you to perform tasks most color-fixers would find impossible.
- **Hair-Brained Science:** Singularities defy standard logic, and allow for the impossible to be possible. It's why the wings keep the truth of their singularities so secret; there's no money to be gained or power to be wielded from a trick everyone knows. Fortunately, while you may not know any of those deep, dark secrets, you have a knack for replicating the seemingly impossible.

You may create absurd and wonderful inventions who's capabilities are both volatile and vast, often defying standard notions of science in ways not even you were expecting. You also gain plus one die to **reverse engineer** long term projects.

- **Too Great To Fail:** Your pride alone prevents you from failing; the shame of defeat even being a possibility would hurt more than the actual sting of it. When you completely fail any action, you can gain one **Breakdown** point to reroll the action. If that reroll results in a failure, gain another point of **Breakdown**. If it results in a crit, gain a point of **Awakening**.
- **Stalwart Leader:** The burden of leadership has always been yours to bear, and you're quite familiar with the challenges that come with such a position. Whenever you lead a group action, you gain a maximum of one stress regardless of outcome; you may choose to gain more stress if you so wish. Regardless if you did so, if this stress gain triggers a **Breakdown** crisis result, do not despair.
- **Discern Reality:** Your ability to clearly understand and intuit the world around you is matched only by your wits and quick thinking. You may spend one stress to two questions from a provided list below. The game master will answer them truthfully. When you or another fixer acts on the information provided, do so from an increased (safer) position.
- **E.G.O.I.S.T.:** You have glimpsed a certain truth about the nature of humanity, the distortion, and reality. You have seen the cracks in the artifice of existence, and the flaws of society as it has constructed itself around that artifice. You will not allow yourself to die without trying to shatter this artifice and shape the world in your image. Once per pay period (every three contracts), you can ignore the gain of **Breakdown** points or double the gain of **Awakening** points. When you experience a **Crisis** of any kind, mark 2 xp.
- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge through logic and scientific experimentation.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"Miserable old bastard, that one. No, not them, the one with the cloak.... Don't need to see under it to know he's hurtin' more than most. It's the way he walks, the dead look in his eyes. I'd wager he's got more eyes than the ones on his face too. Watch him, because he's definitely watchin' you; no way for mutants like him not to. When you're an oddity like that, it's impossible to avoid the gaze of others.... Unless you're damn good at your job, of course."

-The Old Fogy Fixer

Starting Attributes:

- **2 Maneuver**
- **1 Endure**

Base Acquisitions:

- **A Biotic Fixer's Weapon**
- **A Biomod** (₳ 4; Can Be Multiple Biomods Equalling in value to ₳ 4. Does not include surgery cost; said cost is waived, unless the acquisition cost is zero. Unspent ₳ is not saved.)
- **Aesthetic Mutations Of The Fixer's Choice**

Career Abilities (0/8):

- **Beast-Mind:** Your biomods and mutations have either a direct, or happenstance connection to an existing species of mundane animal or mutant fauna present in the city. Perhaps your ratty whiskers and button nose calm the vermin, or your bug-like antenna please the cockroaches. Regardless, you may make Collaborate or Influence rolls on a type of animal of your choosing.
- **Trusted Among Outcasts:** You are a somewhat respected or otherwise well known member of an Aberrant community, and for your efforts, they support you in your fixing efforts, usually in hopes your earnings will continue to support the community of freaks you came from. Once per contract, you can guarantee a meeting with a member of your mutant "family" and gain increased effect on Savvy actions made towards them.
- **Evershifting Expression:** At the start of every pay period, you can choose to undergo mutation, reworking the nature of your biomods and biotic fixer weapons; the new effects are negotiated as a playgroup and should remain as impactful as the prior mutation based on pricing.
- **Out Of Sight, Out of Mind:** Most cityfolk don't take kindly to the presence or sight of their fellow citizens should they be monstrously modified. You've learned how to remain inconspicuous and hide your mutations so as to avoid those looks of disgust and morbid curiosity. At the start of a contract, you can choose to hide all mutations from view, only to be revealed when used or willingly displayed. You also gain extra effect on Skulk actions when concealing yourself in a crowd of others.
- **Survival Of The Fittest:** Your biomods are not just a tool for your work, but an expression of pure evolutionary endurance. All harm penalties are treated as one level less severe; level one harms incur no penalty, but level four harms are still lethal.
- **Evolutionary Predation:** Your metabolism makes unique use of the biomass it consumes. When you devour the flesh or another human, aberration, or even Distortion (if even possible), you increase an attribute that said person or creature was best associated or most skilled with. If none would apply, gain a unique mutation. These benefits last for the duration of the contract the biomass was consumed on. **The biomass must be fresh for this benefit to be gained.**
- **Beloved Punching Bag:** The fixers you work with are some of the few people you can consider to be true friends, and while playful jabs or jokes would normally cause you to bristle, you've developed a thick skin for the sake of banter. During any phase of play, once per session, your fellow fixers can all heal one stress by making comedy at your fixer's expense. When they do so, roll to resist using **Savvy** as if you were resisting any other consequence, but can only gain a maximum amount of stress equal to how many fixers healed stress from this ability. You also gain an extra stress box

- **Veteran:** You are a seasoned and worldly fixer. You've trained with, fought alongside and against all kinds of fixers. Choose an ability from another playbook. **This advancement may only be taken twice per fixer.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You addressed a challenge by utilizing your biomods, or indulging in your mutated form.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.

"Ahhh.... What a night. To see all the kinds of fixers come and go... gives kids like you a good perspective on what to expect. Of course, I haven't mentioned the most common kind of fixer, and, really, it's only because I'm talking to one of them right now.... Yes... yes, it's you: You're not much more than a bit of gutter trash that managed to clear the Hana's exceedingly low bar for grade 9 fixers.... What? You thought you were hot shit now, because you managed not to get yourself killed during a routine training exercise disguised as an exam? Give me a break.... And wise up. I took a chance on you when I accepted your application over some of the others, and that's because those fixers have been grade 9's much longer than you, and that's the best indicator for a terrible fixer.... Hmm? Haven't you caught on at all yet? Fixer's that don't advance or die trying aren't worth bothering with in this industry. Crows and carrion birds have no place soaring with eagles. So which are you? A crow, or an eagle...? Yes, I suppose time will tell...."

-The Old Fogy Fixer

Starting Attributes:

- **1 Collaborate**
- **1 Maneuver**
- **1 Dot in a Third Attribute of Your Choosing**

Base Acquisitions:

- **A Nonlethal Fixer's Weapon (Grade 9)**
- **Simple Fixer Threads (Grade 9)**
- **A Whole Lotta Heart**

Career Abilities (0/8):

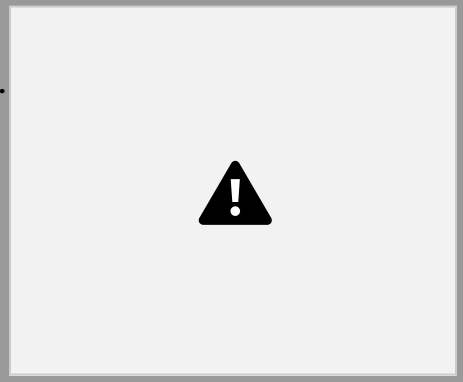
- **Beginner's Luck:** Blessed by lady luck herself, perhaps out of pity for your overall inexperience and incompetence as a fixer, you manage to pull off feats most would not expect of a young blood like yourself. Once per contract, when you fail an action against a threat that is greater than you in power or scope, you may reroll your dice pool twice more and take any two dice from either result and treat that as your roll. Upon advancing to a new playbook, change the name of this ability to **Traces Of Luck**, and the effect to: Once per payment period, when you fail an action of any kind, you may reroll it and take the better result. This ability may not be taken using the **Veteran** advancement.
- **Small Fry:** A kid like yourself stands out on a battlefield. Your freshness and anxiety can be spotted from a mile away. Thus, most enemies will ignore you or not consider you a threat until you directly make yourself known as one. You will not be targeted for narrative disruption or threatened by other circumstances in any given situation unless you yourself have put yourself in the line of fire, or have otherwise provoked a response from an enemy or environment/narrative threat. Upon advancing to a new playbook, change the name of this ability to **Mask Of Innocence**, and the effect to: Once per payment period, you may take on the persona of your younger, less experienced self, or simply let the mask that was covering up your terror down. Doing so provides the effect of **Small Fry** for the duration of the contract it was activated on, and any threat that was targeting you at the time of activation will toy with you before losing interest or causing too severe of harm. This ability may not be taken using the **Veteran** advancement.
- **Walking Statistic:** The survival rates of those who become fixers... are quite a sobering and grim set of figures indeed. Most die before they reach grade 6, and those that do aren't likely to see past fifty. You're almost certainly doomed to confirm the bias of that statistic, and while all fixers agree that one must learn from their own mistakes, the ones who outlive you shall also be quite interested in learning from *your* mistakes. When your character dies, all other characters who witness your death or joined you on the contract that saw you perish gain a bonus four experience to apply to whatever category they choose. When your character **distorts**, grant all other characters who witnessed the transformation or joined you on the contract that triggered the metamorphosis gain plus two **Awakening** points. Upon advancing to a new playbook, change the name of this ability to **Beat The Odds**, and the effect to: When your fixer reaches grade five, or if they are currently grade five or better upon receiving this ability, gain an attribute point in any category of your choosing. This ability can only trigger once per character. This ability may not be taken using the **Veteran** advancement.
- **Determined Dreamer:** It is all too easy for residents of The City to get these wild ideas of something beyond this droll, cruel, and hellish existence. While the powers that be are quick to stomp such notions to dust should they become widespread and dangerous to the status quo, the ability to combat the human capacity for hopes and dreams of a brighter future has not yet been mastered by the Head, Eye, and Claw. You are one such starry eyed dreamer. Once per contract, when you take an action based on your character's ideals, principles, and beliefs, and declare your intent and or reasoning, you ignore harm effects and gain an extra die. Upon advancing to a new playbook, change the name of this ability to **Determined Realist**, and the effect to: Once per contract, when you take an action based on your character's ideals, principles, and beliefs, and declare your intent and or reasoning, you clear one stress and ignore harm effects; you may be embittered and sobered by the harsh realities of this world, but the dream of a better future still dwells in your heart, and you will see to realizing it, knowing well it is likely to get you killed. This ability may not be taken using the **Veteran** advancement.
- **Office Mascot:** Every office has one. The new guy. The pipsqueak everyone likes to tease. The fool. Everyone loves them, and sure, some loathe their ineptitude and lack of experience, but there's a certain winning charm or wholesomeness about them that draws

even the most cynical of fixers in. Once per contract, you may declare a **Moment of Reassurance**. When you do this, be it in the thick of battle, or during a lull in the action, you will be able to have an emotionally impactful moment to the benefit of your fellow fixers. All fixers involved in the moment (within narrative reason) **other than yourself** heal one stress. **If the character has Office Mascot and dies or distorts, all fixers in the office gain two Breakdown points.** Upon advancing to a new playbook, change the name of this ability to **Heart Of The Office**, and the effect to: Once per payment period, you may declare a **Moment of Courage**. When you do this, all fixers involved in the moment (within narrative reason) **other than yourself** heal two stress and ignore harm effects on their next action. **If the character has Heart Of The Office and dies or distorts, all fixers in the office gain five Breakdown points.** This ability may not be taken using the **Veteran** advancement.

- **Graduation:** Finally! You are recognized by your peers and enemies as a fixer worth their salt! Choose another playbook; that will be the fixer archetype yours will develop into! The chosen playbook serves as your character's new playbook, granting you access to all of their **Base Acquisitions** and one point in one of their two **Starting Attributes**. This ability may not be taken using the **Veteran** advancement or as the starting ability. **This must be taken as your first career ability advancement as a Greenhorn.**

Advancement Track:

- Any time you roll a desperate action, mark one xp in the attribute category used in the roll.
- You survived the contract. If the contract was especially harrowing/dangerous for you in specific, mark two exp.
- You expressed your character's beliefs, drives, and background.
- Your character struggled with their Raison D'etre or experienced a Crisis.



With all the various archetypes of fixer now laid out, it's important to take note of a few things from a design philosophy perspective! These are, as said prior, archetypes, not classes in a more traditional, war-game styled rpg. You are not piloting wizards whose sole purpose in the game is to cast fireball and summon fast travel portals, nor are you a rogue who's only good for picking locks and sneak attacks. Your characters are people first, professionals second. And of course, while Dark Distortions is a system that encourages direct combat and conflict more than some other Forged In The Dark systems might, the setting Project Moon has so carefully crafted is hollow if all of these amazing fights and grand, spectacular conflicts are deprived of the pathos and emotion that goes into each and every character involved.

With that in mind, think about what your character is good at besides killing, both on a practical, mechanical level, but also on a personable level. You may be playing a Scrapper, but why can't they have two points in Reason, or maybe they have always been the crafty sort, so they have two points in Forge? These deviations and mechanical focuses from the "core"

playbook themes is not unpredicted, but encouraged, so long as it helps you realize the character you wish to take on the role of, or otherwise makes the prospect of playing the same playbook in different games, but getting to interact with the world and game mechanics in more meaningful and diverse ways; none of them should ever feel too samey on any given go around of a campaign!

Speaking of campaigns, as referenced often in prior sections, only the most fierce and veteran of fixers, the Color fixers, can really survive on their own. Everyone needs an organization or group of allies to be a part of to accomplish anything of note. And so we come to topic of the one thing which helps unite all of the characters together in the narrative, regardless of how much they may hate or despise each other: The Office.

Office Creation and Mechanics

What is an Office?

The office is what binds a group of fixers together, if not by bonds of camaraderie, then by contractual bonds. Whether your coworkers are some of the most despicable people you've ever met, or if you get on with them like the best of buds, none of that matters when you're faced with life and death scenarios. The City is a place of injustice and unfairness, after all, so don't go thinking that the good and decent folk you work with have any better chance of living over the scumbags you have to call colleagues and superiors. In fact, the liars and cheats and ruthless monsters you meet are far more likely to survive and climb the ladder compared to your average saint. Then again, it's never that simple in The City; though, when it is, it is brutally so.

That said, you're likely to make quite the long list of enemies, and earn a lot of distrust from strangers if you don't back your allies up. Leaving your comrades to die may be smarter in the moment, and guarantee your survival in the short term, but it will earn you the distrust and ire of other fixers; what goes around comes around, and the larger community of fixers around you will remember you for your heartlessness and craven behavior. On the other hand, no one is expecting you to give your life for someone else if they're as good as gone. It's even advised by veteran fixers to not form intimate and friendly attachments to your coworkers, as it's likely to make you do irrational and illogical things. Contradictory as this is, and inhuman as it sounds, there is a certain truth to it, given it's the fixers who keep a safe emotional distance who often live the longest, and the fixers who save the right people who rise highest. It's a brutal business, after all, so going in looking to

make friends is often seen as getting on the fast track to heartbreak, but approaching it with the absolute disregard for the lives of your allies is just as likely to see *you* become the stepping stone to their careers, and not the other way around. It is a careful and difficult balance that no one really knows how to keep; you just fake it until you make it, or end up dead.

Then again, some of the greatest groups of fixers were built on a strong sense of camaraderie and duty. The Fixer Associations of Zwei, Shi, and Liu were granted such status for a variety of reasons, and among all of them, it can be said they share one major quality: Their fixers operate as a military unit, not as a band of motley mercenaries. Their bonds are tested in fire and proven in battle, and their training for handling larger scale operations and larger threats overall is a testament to that. Some of the squadrons within those associations may go back all the way to fledgling grade 9 offices even, proving the counterargument to the lone-fixer stereotype.

Many Veterans would laugh at this though, and ask if those fixers are working together truly out of a natural friendship, or because their office told them to do so; never forget, hierarchy in The City is ever present. You're always under the boot of someone bigger than you, and it never feels good to get kicked around.

But then what is an office to fixers? All of this is meant to make it clear: It's a lot of things to a lot of fixers, and there's no perfect answer for the whole, just a better answer for any given individual fixer. Some thrive in a closely knit team like a family, others work as nearly autonomous operators on the fringes of the business. Some work best in matters of espionage and under the table, others work best in brazen and bold scenarios. Some fixers find people, some fixers kill people, some fixers hunt monsters, others hunt for secrets, and where there are like minded fixers without a structure to amplify their voice and influence, then there's an office just waiting to be founded.

What Makes An Office?

As alluded to in the prior section, there are different kinds of offices which excel and focus on different kinds of work. Mechanically, this translates to **Office Playbooks**, which operate similarly to **Fixer Playbooks**. Unlike the latter playbooks however, obviously, you aren't assembling a crew of different archetypes, but instead assigning that crew of archetypes an even broader, uniting archetype to describe the work said crew excels at as a whole. They offer various abilities your group of fixers will be able to call on and utilize to make your lives and jobs easier. They represent the expertise of the fixers united in purpose, like a sort of pooled knowledge and ability. Narratively, your office type also gives your group a leaning toward working with certain types of people in the city, and toward completing certain kinds of contracts.

Regardless, we'll touch on **Office Playbooks** later in this section, just as we did for **Fixer Playbooks.** For now, it's important to ask what else makes up an office, because there's more to it beyond selecting your 'type' of office, and it's important to understand some terminology before taking a deeper look at those 'types' via their playbooks anyhow!

Beginning with the more narrative elements of this office creation process, let's start with the basics: The Narrative substance that makes up your office, which you will also find and need to fill out on your Office's playsheet!

Branding, Ranking, And History

No one will deny that naming things is hard, but coming up with a name and style for your office is important nonetheless! Not only can it serve as a means of narrative foreshadowing or thematic reference, but also as a means of branding and recognition in the game itself! What, you thought fixer offices came with strange names and sometimes less than savory looking logos just for fun? It's a marketing ploy, through and through. Sometimes it has a deeper meaning to those fixers who get into this kind of work for more than just money, but no one's expecting you to go that route. Make it flashy, but not too flashy. Make it snappy, but make it stick in their mind after the name leaves their lips. Make it unique, but don't draw the wrong kind of attention. Or just do whatever the hell you want; The City is nothing if not a land of the strange and bizarre.

Every office should have a name listed at the top of their playsheet! And hey, don't sweat it if you want to change it later! Your fixer's may have to file forms in triplicate to send to the Hana for such changes, but you, thankfully, don't have to.

Making art, drawing and painting, is even more difficult, and while this game doesn't require any career artists to be present at the table, don't be afraid to whip out MS Paint or just use good old fashioned pencil and paper for this: **Because every office needs a logo!** Don't worry about winning any contests, just make something cool, something that stands out and relates back to the game. It doesn't have to be complicated, but the playgroup should know what it looks like, even if they lack pictures; text descript

Now, consider uniform and dress, for that too goes hand in hand with naming and branding. For example, let's say there's a group of fixers working under "Ironworks Office." What would you imagine they looked like? Maybe you'd expect some Gearheads and other fixers with varied forms of cybernetic and mechanical augmentation, or perhaps they repurposed the attire and tools of metal factory workers from a bygone era. They could take on plenty of different styles and play into the "Ironworks" branding in many, many different ways, but everyone would agree that if they showed up wearing formal business wear with not a hint of cybernetics or metal on them, not even hammers or tools for weapons, it would be kinda weird. Obviously, not every office has this sort of strict dress code, the smaller and less organized ones especially, but even if

no formal dress code exists that doesn't mean your group of fixers can't look similar. They are united under the same banner, after all, and thus likely came together for one reason or another, be it shared interests, aligning goals, or a confluence of unique expertise.

Whatever the case, every office should have a sense of style listed on their playsheet! No one has to follow it, unless you want to roleplay into the 'military' aspect of 'private military companies,' which fixer offices can be said to vaguely resemble at times. Let it serve the narrative and the playgroup, not the other way around; don't get too bent out of shape over it or worry about the details. It's just fluff and style, but fluff and style can still help make the game, story, and characters feel all the more memorable!

Now, more seriously, shifting perspective, the **Office Grade** serves a dual purpose of narrative and mechanical importance. It makes little sense for a Grade 1 Office to be fully staffed by grade 9's, and vice versa, but that doesn't mean your playgroups' fixer grades need to be equivalent to the office grade. Ultimately, the choice of your office's grade depends in part on the kind of story you want to tell, and, uniquely, this section of rules can be seen as modular; it isn't required for general play, and different groups may find better ways to utilize the three styles that will be detailed below when it comes to handling office grade and history, depending on their own preferences and practices during a game. So feel free to take it or leave it, but don't hesitate to experiment!

Now, as for the styles, they will detailed in this table below:

Style	**Rules**	**Use Case; Pros and Cons**
Narrative Focus	The Office Grade corresponds to whatever the playgroup feels is reasonable, or best fits their story. Maybe the fixers get aid from their office via gear of a higher grade, or higher grade contracts, or maybe they don't. It's all very touch and go, and is ultimately up to playgroup fiat.	If you feel the game has enough crunchy elements to satisfy your mechanical needs, or even that the game has more mechanics than you're used to or like in most games, go with this option! Do what feels right and have fun with it, as that's what matters most. As long as it serves the narrative and story, it's likely the right call. Note, this style of play can make the **Licensed Resource** mechanic feel redundant, unusable, or even abusable, as it is intended to flesh out office playbooks via gear that fixers of said archetype can easily be relied on to have.
Mixed Focus	The Office Grade corresponds with the average of	The most typical form of play envisioned by the system.

	the group rounded down (remember, lower numbers are better,) or with the grade of a fixer who is designated as the "Director," be they an npc or a player. The threat rating of contracts you can get is limited by your office rank; no one's going to trust a no name grade 9 office with a star of the city graded threat, or even urban legend for that matter. Office gear is limited by the **Licensed Resource** mechanic, restricting said freely given gear to that of whatever the office's grade is, much like **Base Acquisitions** for fixer playbooks. Office Grade changes based on a more general sense of narrative progress, guided by the already standardized empowerment of player fixers via grade advancements; no hard numbers or thresholds need to be crossed however.	It uses existing mechanics to serve the narrative and give each office playbook its own mechanical attractiveness and thematic flare, while also not bogging the game down with any more clocks or meters to keep track of. It offers a balanced experience of guaranteed power progression informed by however the story is going, and can be systematized in a variety of ways that keep things snappy and simple to handle, such as making the office rank equal to that of the lowest graded player fixer, or getting the average of the playgroups fixers, as stated in the rules, though said methods are not required.
Mechanic Focus	The office gains a clock or meter of a certain value which must be met in order to improve its grade. It also loses grade via failed contracts or missed payments. Office gear is limited by the **Licensed Resource** mechanic, and office grade can only be improved through successful completion of contracts, preferably of a dangerous nature. Refer to the rules regarding **Fixer Grade** and how that is increased to create a model or guide to work by. Player run offices begin at grade 9; no exceptions. If you start in an office controlled by an NPC, or as a part of an association, your squad/group of fixer's will have it's own "grade" semi-independent of the office or association you work within, representing your capacity to requisition better gear within the larger hierarchy you inhabit and serve.	This leans harder into the slow, grinding, zero-to-hero aspect of Dark Distortions very well, but can be a bit of a slower way to play the game in terms of narrative progression and mechanical advancement. It's a great way to revel in the economic horror's of The City, but may leave you wanting in the fulfillment department should you be seeking a more adventurous and romping storyline. Failure makes or breaks your office's legacy, and it can only ever take a few bad contracts to end back at the bottom of the pit you just spent seven sessions crawling out of. But that's part of the fun in of itself!

Ultimately, whatever style you go with, it's never wrong to change it up mid play, or add new elements that you find useful for your group, or even remove things that hinder your game.

Getting back to the narrative side of things, your playgroup should be asking itself why these fixers are working together in the first place. Why does their office exist? Is it a pre-existing office you're all being accepted into, or a brand new one founded by the playgroups members? Are there NPCs in your office either way? Who are they? None of this needs to be noted anywhere, nor do any of these questions in particular require answers, but answering them will certainly help provide your game with a sense of structure and direction when getting things started; always easier to get the ball rolling when you have a solid concept to work on.

From here on though, the terms and details being discussed will be more focused on the actual game mechanics every office has, and how it will interact with, and be interacted upon, by players.

Office Specialties

Beginning with the subject of gear, just as **Fixer Playbooks** grant staple items that can be acquired and re-acquired for free via **Base Acquisitions**, offices provide the same services through **Licensed Resources**. Each office playbook has a different set of items and pieces of kit which your fixers can acquire for free. The main thing differentiating this from **Base Acquisitions** is the fact that your **Licensed Resources** can only be claimed once per payment period, meaning you'll need to take better care of it compared to the run of the mill items granted to your crew of fixers by your own personal playbooks. Furthermore, your office can get more **Licensed Resource** options through **contract rewards**, certain **long term projects**, or **allies** providing aid or a service.

Take note though, items acquired as **Licensed Resources**, like **Base Acquisitions**, can't be sold for Ahn; narratively, the gear is acquired as a part of your office's budget, so reselling it would never be a viable option.

Expertise refers to unique abilities each office can acquire as a means of altering the fixers' playstyles, and generally smoothing out the offices operations. They are functionally identical to **Career Abilities** for fixer playbooks, except they offer a bonus for *all* members of the office, or the office itself, rather than just the fixer who has said ability.

Premium Assets are unique benefits that your office can acquire to ease the rigors of the road your fixers will walk down. They are comparable to **Base Acquisitions** or **Licensed Resources**, however, they must be unlocked using XP before they become consistently available to all the fixers of your office. They vary based on the office type, and a list corresponding to each office type will be found with their related statistics and information.

Office Growth Potential is just a fancy way of listing the ways in which an office gains experience. It is equivalent to **Fixer Advancement**, where certain questions must be asked or conditions met at the end of every session in order to gauge whether or not the office has gained experience. Of course, said XP can be spent to gain Expertise and Premium Assets.

Lastly, **Rogue Element Factor** and **Threat Assessment Rating** are both measures of an office's radical nature. Any office which breaks taboos or transgresses against the status quo in meaningful means will gain **Threat Assessment** points which, when accumulated in large numbers, increase the office's **Rogue Element Factor**. It will be more fully covered in its own section after the playbooks, but some **Expertise** abilities may refer to it, so please keep it in mind. Simply put, it can be understood as "Heat" from similar Forged In The Dark systems, where the eye of the law is focused squarely upon you for your criminal or transgressive acts.

Office Playbooks:

Below are the playbooks for each office type currently made for use, first in a simple table, and then in detail, but don't hesitate to try and make custom office types if you think your playgroup would do better going a different way. Customization and flexibility are this system's great strengths!

Office Type	**Veteran Fixer's Quip**	**Abilities and Themes**
Headhunters	"Oi.... Check this one out. Don't look 'em in the eye. Check his weapon. Yeah. Yeah that's right. See it? There were only five notches yesterday. Now he's at eight. See how he's walking? See that swagger? His mates look in good sorts too. Three more graves to be dug, and more importantly, the next round's on him.... Of course we're drinking to someone's death! This City's too damn full of folks who have it coming to them, too many to ever really make sure they get what they deserve. Offices like theirs though... they make that pipe dream just a little more possible." -The Old Fogy Fixer	Murderers for hire, hitmen, contract killers; you could call these fixers a lot of things, and their offices may indeed just be lawfully approved syndicates, but you can't argue with the results. Besides, long lived citizens know that the only true laws of The City can be found in power and blood. They specialize in eliminating individual targets, or small groups of VIP's. They tend to not leave tracks behind, unless they were paid to send a particular message, but that always costs extra. Getting away with murder is their bread and butter, making matters of infiltration and knowledge on the operations of syndicates common among Headhunter offices. That said, corporate focused Headhunters exist, aiding in the elimination of working class leaders in would-be unions or corporate spies. Regardless of the target though, your clients can be assured

		that someone isn't walking away from this with all of their limbs attached
Braves	"Ohhh, real bigshots, these ones.... Bahah! Mark my words, I bet their whole office is wiped before the month's out.... Huh? No, it's not because they're going after the worst The City has to offer, it's because they think doing that's gonna change anything. Newsflash kid, the fucks working for Hana, Seven, Zwei... if they can't stop the distortion, and don't even seem to be trying, well, then a bunch'a plucky no-names ain't gonna change shit." -The Old Fogy Fixer	The distortion has changed the city's landscape irrevocably. People have been turning into monsters, into "the true versions of themselves," per some distorted individual accounts. Regardless of the truth, they tend to cause a lot of property damage, both in the forms of literal infrastructure, and the loss of many a corporate drone who legally signed their life away to one of the many Wings. Just another thing for every poor defenseless citizen to worry about when they go to bed at night.... And a golden opportunity for daring, foolish fixers like yourself to profit off of! Braves punch up, and they punch hard. The bigger the beast, the greater the glory. Even if the foe isn't exactly a distorted creature, whether it be a monster from the Suburbs, or an experiment gone awry by some rich-folks or backstreets wackjobs, Braves are the best fit for picking on things that tend to be twice their size.
Antiquarians	"Ugh, *these* guys.... Oh don't gimme that look, you should know better than to trust anything they're carrying. Hell, the whole bar might sink thirty meters deeper if one of 'em sneezes wrong; it's why we stayed away from that shit back in the day. Leave the magic and the occult nonsense to the sorcerers and loonies abandoned to the Suburbs. Don't go bringing what you ain't ready to fully reckon with anywhere folks are trying to have a good time. It's just bad manners." -The Old Fogy Fixer	Antiquarians tend to be the least common and most dangerous of fixer offices, and for this reason, many of them end up stop being fixer offices when the Hana Association or some Wing decides they know a bit too much, or wield power beyond their station. Still, there is a reason some Antiquarian offices remain in operation, and it's because they provide truly unique services. These kinds of offices focus on handling matters in The Ruins and The Suburbs, places beyond the "safety" offered by The City. They're places Wings often dump dangerous and failed experiments, or where "naturally" occurring anomalous phenomena come into being. "Magic" is the most common word associated with these sorts of artifacts, which Antiquarians tend to hoard, buy out, and sell off to their clients, but the distinction between what is magic and what is science beyond human understanding is a thin one indeed.

Suits	“Ok, ok, ok, now mind these ones. They don’t just dress like that to impress the bootshinners and yes-men from the nests; nah. They’re more dangerous than you’d think. For one, you should know the best fixers get custom made armaments; looks means nothing in terms of power at that grade. And two, it’s the corporate-bound offices and high ranking affiliates that *really* call the shots and make waves. They get a glimpse into the Wings every time one of ‘em gets contracted to look over some of the big wig’s drafts or arbitrate legal disputes. It sounds boring, and maybe it is, but those are the sorts that could namedrop the likes of you or me at the right place and time, and then blam! We’re dead and disappeared before the night’s out.” -The Old Fogy Fixer	Offices full of suits are some of the most despised and feared in the city, and it’s not because they’re liable to tear you limb from limb or muscle in on your market, it’s because they’ll hit you where it matters: Your wallet. Lawsuits and complaint forms stacked up to your eyeballs, building code violations, all of those debt collectors you “forgot” to pay all suddenly showing up at your house; pure nightmare fuel. Sure, they may not have the best in terms of weapons and gear, but the gadgets they can call upon are often of the subtler sort, and worse, their ability to craft a contract handmade to screw over the recipient is rivaled only by the devil himself, and even he tends to blush and fawn when offices of suits file on through his gates. They take on corporate jobs the most, naturally, and are sometimes known as “Notary Offices,” or “Contract Offices,” but to say they’re purely white collar is naive, and to say those white collar offices stay that way because they keep their hands clean is laughably so.
Guardians	“Welp, here come the hacks playing heroes; bah, I can’t stand ‘em. If I wasn’t on my last strike with Chae-Yeong, I’d spill my drink all over that smug fuck’s jacket.... Don’t gimme that look youngblood, you know just as well as I that we don’t do this kinda work for anyone but ourselves. Especially when it’s other people's asses we’re protecting. There’s nothing wrong with the work, honestly, it’s usually the best paying, but have the good decency to spare the rest of us honest fixers the morality plays and appeals to honor. It makes us sick, and makes you look like a jackass.” -The Old Fogy Fixer	Guardians... well, guard things. It’s in the name. Now, of course, that isn’t all they do; no office survives on just one type of work alone, not until they hit the big leagues and become a premium service unto themselves. But yes, guardians tend to specialize in protection services, security consultations, and general counter-infiltration tactics. The Wings tend to trust their own security experts over outsiders, but for a reputable office of guardians, maybe they’ll make an exception. They tend to be loved by the most downtrodden of the Backstreets, and the well-to-do’s of the Nests as well. They tend to combat syndicates at bay in the former, and serve as corporate mercenaries in the latter.
Creeps	“Just noticing ‘em eh? Then they’re doing good work. Well, maybe not good for you, but even I needed a minute to realize they weren’t just a bunch’a nobodies. Fortunately, if they’re here in a dive like this, they’re	Creeps deal in information, sometimes even above actual currency itself.... Ok, maybe that’s a stretch, but it’s not that big of a stretch. They tend to do a lot of the spy work and espionage that fuels the constant cold war between many of

	likely not working.... Ok, maybe they're working, but not hard. Just mind your words and keep track of who you talk to, because they're recording everything. Offices like theirs feed on info like vultures in a desert. All they're likely to find here is gossip, but even that can serve as the springboard for their next gig." -The Old Fogy Fixer	the Wings, and those companies looking to one day usurp the Lettered Corporations that run the Nests. But that's on the high end of the scale. More often than not, they're associations of gumshoes, investigators, hackers, and gossip mongers. Hell, some of them even contract out to press and media conglomerates, working as cleaners, censors, and framers. Regardless, at the end of the day, information sells, and it doesn't sell cheap, so even the most blunt and simple of fixer offices will come to creeps in search of information that will help them on their next job, making them something many fixers can't live without, yet can't stand all the same.
Smiths	"I can practically smell the ink and rust already; workshop goons just pulled into the bar. Now don't get too excited kid, they may be the makers of some of the deadliest and best tech you'll ever have a chance of getting your hands on, but they're also the ones feeding your enemies with the tools they'll need to kill you.... What? You would want to be one? Sure, if you like even worse hours than what most offices would give you. And Wings, the *paperwork*, the Tres Association will probably kill you with bureaucracy before any disgruntled customer gets wise ideas about clubbing you with your flawed designs. So mind that lot, will ya? They're an ornery bunch who won't take kindly to interruptions. Especially not on their one day off of the whole month." -The Old Fogy Fixer	Smiths are the craftsmen and artisans of The City, both in an aesthetic and practical sense. Almost every weapon wielded by a fixer was made by *another fixer* working for one of these offices; and if that wasn't the case, then everyone would either be wielding the overpriced, Wing branded gear, or still be clubbing each other to death with large sticks and rocks. Sure, they may not be the eminent minds of the time pushing Humanity and society forward with their advancements, but *someone* has to provide The City's inhabitants with all the delicious and terrifying ways to kill one another. Smiths get involved in the fighting themselves too, of course. While they may be often cooped up in their workshops and glued to their desks minding endless paperwork, most of their products and personal projects end up getting field tested on more typical contracts taken on by the more garden variety offices. That said, they are usually some of the best geared and most left-alone of the offices. After all, no one wants to make enemies with the people who deal with your weapons supply.

“Oi.... Check this one out. Don’t look ‘em in the eye. Check his weapon. Yeah. Yeah that’s right. See it? There were only five notches yesterday. Now he’s at eight. See how he’s walking? See that swagger? His mates look in good sorts too. Three more graves to be dug, and more importantly, the next round’s on him.... Of course we’re drinking to someone’s death! This City’s too damn full of folks who have it coming to them, too many to ever really make sure they get what they deserve. Offices like theirs though... they make that pipe dream just a little more possible.”

-The Old Fogy Fixer

What do headhunters do?:

Headhunters are murderers for hire, hitmen, contract killers; you could call these fixers a lot of things. Their offices may indeed just be lawfully approved syndicates, but you can’t argue with the results. They specialize in eliminating individual targets, or small groups of VIP’s. They tend to not leave tracks behind, unless they were paid to send a particular message, but that always costs extra.

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **Deadly Fixers’ Weapon** (Office Grade +1)
- **Simple Fixer Threads** (Office Grade)
- **Portable Slice and Dice**

Expertise (0/8):

- **A Brutal Business:** Reduce all **Threat Assessment Rating** gains by one when murdering a target for a contract, even if they are a respectable member of a wing or a resident of a nest. This can negate the penalty of threat if the initial gain was at one. Also, gain one more unit of Ahn when murdering these so-called “respectable targets.”
- **Clean Hands Clean Conscience:** When your fixers take the **Distract Yourself** downtime action after an Assassination type contract, roll twice and take the best result for stress reduction.
- **Lightning Strike:** The first offensive action of a contract is treated as having greater effect by one level. Triggers once per fixer per contract; action must target a person, synthetic entity, or distorted creature.
- **Thrill of The Kill:** After a target listed in your contract dies due to the actions of one of the office’s fixers, all fixers may either ignore the effects of harm for their next roll, or gain an extra die on their next action, so long as it is an offensive action..
- **Meticulous Murderers:** Fixers of this office gain plus one die to rolls made to expose a weakness of a target listed in the contract. Examples include stalking, casing their home, learning about the target, and so on.
- **Cold Blooded Killers:** All fixers gain plus one die to all **“Snap Out Of It!”** actions when they are in a state of **Despair**. Furthermore, fixers who are not in crisis may use **Dominate** on fixers in a state of **Despair** to contribute progress toward the clock on top of granting a +1d bonus to assisting **Despair** ridden fixers.

- **Hard Bargains:** When your fixers take the **Go to Market** downtime action, if they purchase a weapon or threads, reduce the cost by one office/fixer grade tier. Your local workshop would rather give you a discount than worry about if they'll be your next quarry.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

Premium Assets (0/5):

- **Workshop Certified Weapon Refining Station:** This assortment of tools and materials allows for the office to improve the lethal capabilities of their weapons. At the beginning of every office phase, a fixer of this office may choose a weapon and repair any damages for free. Or they may choose a weapon that is not damaged and improve its grade by one.
- **Aggressive Bio-Stimulant Station:** Street-drug concoctions and chemical brews stolen from the wings allow for the office's fixers to push their bodies to preternatural limits. Once per "payment period" (three contracts), a fixer may remove one dot from an attribute in the **Savvy** and **Technical** categories, and add one dot to any attribute in the **Prowess** category. This can break the attribute cap of four. This may only be done during the Office and Hunt phases. The change is reverted at the end of the contract. Each fixer in an office may do this once per payment period.
- **Industrial Recycling Unit:** This machine can break down bodies of metal and flesh into basic materials, all while preserving the juicy and valuable bits for sale. When the office brings in five human corpses, or a particularly unique corpse or wreck, the office gains two Ahn.

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete an **Assassination, Assault, or Disappearance** contract.
- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)
- Advance your office's reputation as a brutal and dangerous gang.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.

“Ohhh, real bigshots, these ones.... Bahah! Mark my words, I bet their whole office is ruined before the month’s out.... Huh? No, it’s not because they’re going after the worst The City has to offer, it’s because they think doing that’s gonna change anything. Newsflash kid, the fucks working for Hana, Seven, Zwei... if they can’t stop the fingers or the distortion, and don’t even seem to be trying all that hard, well, then a bunch’a plucky no-names ain’t gonna change shit.”

-The Old Fogy Fixer

What do braves do?:

Braves seek danger where heroes fear to tread. No mountain is too high to climb, no threat is too dangerous to engage. Fixing overall is a dangerous job, but working for an office of Braves is a whole other level of perilous. But for all the criticism one could give them, rightfully drawing the line between bravery and stupidity somewhere much more sane, it’s hard to deny that the offices of Braves who make it big go down in history as some of the greatest The City will likely ever see.

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **A Ruinous Fixers’ Weapon:** (Office Grade +1)
- **Simple Fixer Threads** (Office Grade)
- **Thread Assessment Device**

Expertise (0/8):

- **Where Eagles Dare:** Whenever fixers of your office roll to take a narrative action against or in response to an entity that is at least one tier above your fixer’s or office’s grade tier, gain increased effect. When doing so against an entity two or more grade tiers superior to your own, the fixer triggering this may reroll their result; this reroll effect may only trigger once per contract.
- **Underdog’s Endurance:** After completing any contract where your office’s fixers encountered a threat that was at least one grade tier higher than their own, those fixers that made actions against or in response to said threats may take an extra **Downtime Action** so long as it is either a **Tend To Harm** action or a **Train** action.
- **Tales Of Glory:** Once per contract, any of your office’s fixers may recount a **Tale of Glory** through any **Savvy** or **Prowess** action. This action serves as a mechanical representation of how gripping your story is. For the rest of the contract, any non-violent action taken toward an individual who heard the story gains either increased effect **or** increased position on a partial success. On a full success, both bonuses apply for the next action only. If your office’s fixers display cowardice or traits that contradict your story, any current effects of **Tale of Glory** are inverted.
- **Trophy Kill:** After completing a **Monster Hunt** or **Bounty Hunt** contract, your fixers take a piece of the most dangerous or notable foe vanquished and adorn it in your office as a **Trophy**. For every unique **Trophy**, your office’s fixers may heal one stress for free. This amount is shared across all fixers in the office.
- **Honored Dead:** Your fallen fixers are remembered for their bravery, skill, and heart. Whenever a fixer belonging to your office dies, choose an attribute category; **Savvy, Prowess, or Technical.** Your fixers gain +1 xp when taking **Train** downtime actions for said

categories. This effect is applied retroactively for offices who have already lost fixers during play. This effect may only be applied once per category.
- **The Monster Within:** Once per contract, each fixer of your office may suffer **two breakdown points** in exchange for an extra die on their next action.
- **Foolhardy Gumption:** Your fixers may trade position for effect twice rather than once. If a fixer does this and increases their effect beyond the mechanical cap of **Extreme**, they gain one **awakening** point.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

Premium Assets (0/5):

- **Private Chroniclers:** Your office has hired several Chroniclers and Documentarians to write about the exploits of your fixers. Stories of their deeds are sold to various news columns around The City, and as a result, your office gets a kickback. At the end of every **payment period**, your office passively generates one ahn per successful contract completed in said period; up to a maximum of three.
- **Live Fire Regimens:** Your office has expanded its holdings such that your fixers can partake in life fire training, which is to say, real combat encounters in a controlled environment. Any time one of your fixers takes the **train** action in the **prowess** category, they may achieve the maximum result (but not a critical result) in exchange for a level one harm.
- **Office Pet:** Against all good sense and in spite of many, many warnings, your office has acquired a "pet" in the form of a "domesticated" anomalous creature, or, monster, for short. This abomination is by no means harmless, but isn't actively tearing your office apart (most of the time), and so your fixers may find a use for it. It may be released during a contract to aid in your office's efforts (though it may be permanently lost during said affairs), and unlocks the "Play With The Office Pet" option under the **Distract Yourself** downtime action. This option costs 0 Ahn, and allows the fixer to heal either four stress and suffer harm based on the result of a savvy or prowess resist roll. On a complete failure, suffer two level one harms. On a partial failure, suffer one level one harm. On a complete success, suffer no harm. On a critical success, suffer no harm and heal six stress instead.

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete a **Monster Hunt, Bounty Hunt, or Extermination** contract.
- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)
- Advance your office's reputation as a daring and heroic group.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.

“Ugh, *these* guys…. Oh don’t gimme that look, you should know better than to trust anything they’re carrying. Hell, the whole bar might sink thirty meters deeper if one of ‘em sneezes wrong; it’s why we stayed away from that shit back in the day. Leave the magic and the occult nonsense to the sorcerers and loonies abandoned to the Suburbs. Don’t go bringing what you ain’t ready to fully reckon with anywhere folks are trying to have a good time. It’s just bad manners.”

-The Old Fogy Fixer

What do Antiquarians do?:

Antiquarians are investigators into the truly unknown and obscure. While Creeps may search for more mundane secrets, especially those belonging to with power or influence, Antiquarians seek out knowledge for its own sake. They tend to be entrusted with, or grant themselves the duty of, safeguarding The City and its people against beings and things that “no human should come to wield or know.” Just as well, they often trade with other Antiquarians or power players, using such artifacts and secrets as bargaining chips unto themselves, while other hoard these items and intriguing snippets to aid them in furthering some grand plan or scheme.

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **A Bizzare Fixer’s Weapon (Office Grade)**
- **Simple Fixer Threads (Office Grade)**
- **Augury Visor**

Expertise (0/8):

- **Secret Society:** This office does not exist on paper; all fixers working for this office are legally considered a part of different offices, which may or may not exist in any sense. Once per payment period, your office may ignore the gain of any **Threat Assessment Points**.
- **Suburban Outreach:** The nomads, exiles, and creatures of the outskirts know your office’s name, through one mean or another. Your office gains increased effect on **Technical** and **Savvy** actions taken toward these individuals, **so long as it is nonviolent.** Your office also begins most encounters with outskirts dwellers at a safer position.
- **Anomalous Countermeasures:** When your fixers attempt to **resist consequences** coming from an anomalous source, or otherwise suffered when engaging with/combating an anomalous entity, they gain plus one die.

- **Nightmarket Access:** This office has connections with the mysteries **"3:13 Bazaar,"** gaining access to the **Go To Nightmarket** action which may be taken **once per payment period**. At the **3:13 Bazaar**, three unique, strange, and likely highly illegal items will be on sale. They are created on the spot by the designated storyteller/game master. All prices are final. Any illegal or banned items may be safely sold during this downtime action.
- **Strange Gods:** A powerful distortion, abnormality, or anomalous entity has taken interest in this office; a self proclaimed "God Of The City." The office gains a **Partner** of **Star Of The City** rank. This entity's **Desires**, and **Benefits** are then decided by the playgroup upon taking this **Expertise**.
- **Lingua Monstri:** Your fixers know how to communicate with abnormalities, distortions, and other monsters of The City; not just the sapient and intelligent ones. This does not guarantee that interactions with said beings will begin more peacefully, but it allows for communicative resolutions to problems that previously could never have been reached otherwise. When your fixers community with anomalous entities that could already be communicated with by anyone, do so from a safer position.
- **Invisible Arts:** The sorcerous powers of the Ruins-dwelling mages are as well hidden by the magicians themselves as they are by the agents of the Eye, still, your fixers have discovered certain rites or principles of "magic" that they may perform. Your office gains access to the **Conduct A Ritual** downtime action. Upon taking this **Expertise**, define the effects and requirements of this ritual; the playgroups imagination and sense of fairness are the limit, though there should always be a chance for failure or unintended consequences. The ritual process or mechanical requirements and its effects may not be changed once it is established.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

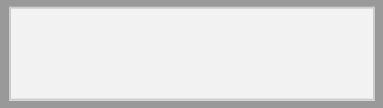
Premium Assets (0/5):

- **Distortion Survival Guide:** Your office has compiled the wisdom of both fixers who came before you, and the personal experiences of your fixers with distortions, abnormalities, and anomalies. At the start of each contract, one fixer takes this as a 0 Load item. Whenever a fixer uses this item to try and discern the nature of an anomalous entity, regardless of their true origin, they gain increased effect. If such an action is taken on an entity that has already been partially studied, or is adjacent in origin to another encountered entity, the fixer also gains an extra die.
- **Offroad Transport Vehicle:** The need for "offroad" anything in The City is near nonexistence. While, yes, forests, farms, and other green locales do exist, they are all carefully manufactured, natural only in the sense of deriving from real seeds. This makes almost all Citymade vehicles unsuitable for travel anywhere outside of the city, which is to be expected. The outskirts are undeveloped wastelands where ruins and dry, desolate landscapes stretch on for miles. But with a vehicle such as this, hastily traversing these dangerous lands becomes more than just a hopeful dream, but a genuine reality. And not only is it heavily armed and armored, but it also comes with cupholders!
- **J Corp Brand Lockbox:** A mostly mundane looking safe with an admittedly esoteric looking combination lock, openable only by those whom it was initially sold to, and the higher agents of The Head itself. It is larger on the inside than it is on the outside, surprisingly lightweight, and seemingly immune to physical trauma. Any objects may be safely stored in it without fearing for the item's safety. **Under no circumstances should an instance of F Corp's Unlocking Singularity come into contact with an J Corp Lock.**

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete an **Outskirts Expedition, or Artifact Recovery, or Anomalous Observation** contract.
- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)
- Advance your office's reputation as a mysterious and esoteric group.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.



"Ok, ok, ok, now mind these ones. They don't just dress like that to impress the bootshinners and yes-men from the nests; nah. They're more dangerous than you'd think. For one, you should know the best fixers get custom made armaments; looks means nothing in terms of power at that grade. And two, it's the corporate-bound offices and high ranking affiliates that *really* call the shots and make waves. They get a glimpse into the Wings every time one of 'em gets contracted to look over some of the big wig's drafts or arbitrate legal disputes. It sounds boring, and maybe it is, but those are the sorts that could namedrop the likes of you or me at the right place and time, and then blam! We're dead and disappeared before the night's out."

-The Old Fogy Fixer

What do Suits do?:

Suits are the contract offices of the fixing world. They deal with upper crust dilemmas and delicate, corporate matters. Whether that be a violent or purely diplomatic affair, it matters not, though most suits are likely to turn down "dirty" jobs for fear of ruining their rather expensive threads. That isn't to say they won't soak themselves in the blood of their enemies if the contract calls for it, just that they won't be all too keen to take on meager, "pedestrian" jobs. No, these fixers want to be a part of the big leagues; they want to really get into the system and shake things up such that they're all that close to the top. And, luckily for them, Suits tend to be some of the best fixers when it comes to handling legal and corporate affairs.

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **Luxurious Fixer Threads** (Office Grade +1)
- **A Hidden Fixer's Weapon** (Office Grade)
- **Portable Document Editor**

Expertise (0/8):

- **Class And Respect:** Fixers of this office are masters of etiquette and presentation. Whenever a fixer of this office attempts to impress or sway a target who has a position of power, or is a part of a prestigious (or infamous) organization, gain increased effect.
- **The Shark Tank:** Fixers of this office may declare any social confrontation/interaction/scene they are in to become **The Shark Tank.** When in **The Shark Tank**, fixers of this office who take **Dominate** or **Influence** actions learn the emotional, social, and psychological weaknesses of others in the room as an additional result of partial and full success rolls. **The Shark Tank** may only be declared once per contract.
- **Aggressive Negotiations:** Once per contract, a fixer of this office may make a group **Influence or Dominate** action. For this group action, if any two players roll separate sixes, count it as a singular critical success. Furthermore, the fixer leading this group action suffers half stress rounded down for this action.
- **Market Insight:** This office is keenly aware of The City's market trends and how to best take advantage of it. At the start of the first **Payment Period** in which this ability is in play, the storyteller declares either a **Bull** or **Bear** market. In a **Bull Market**, fixers of this office taking the **Go To Market** downtime action may sell any items they have at an increased price, netting usually one or two more Ahn than normal. In a **Bear Market**, all items bought during a **Go To Market** action are discounted by one or two Ahn, to a minimum of one. Once the first **Bull/Bear** market is declared, it alternates to the opposite at the start of the next payment period.
- **Double Overtime:** Once per payment period, the office may declare **Double Overtime**, granting the office an extra cycle of game phases, including an extra **Office, Hunt, and Contract phase**. This effectively grants the office the ability to do more work in the same narrative amount of time allotted by any given payment period. Any fixers taking part in these phases whatsoever gains three stress, and may not take part in the **Tend To Harm** or **Distract Yourself** downtime actions.
- **Expert Networking:** This offices' fixers are specialized in surrounding themselves with powerful allies. The **Engagement Roll** for all **Networking** type contracts, and any roll made to progress **Long Term Projects** focused on gaining **Partners**, are done so with an extra die. Furthermore, your office may attempt to take on **Networking** contracts for **Partners** of two grade tiers higher than the office's own rather than just one.
- **Dressed To Kill:** This office treats all **Luxurious Fixer Threads** as having one use of armor. If all fixers sent on a contract are wearing **Luxurious Fixer Threads**, each fixer's first action in a combat encounter on said contract is done so from a safer position. Lastly, the repair cost for **Luxurious Fixer Threads** is set to zero Ahn for **Dented** damage, and one Ahn for **Wrecked** damage.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

Premium Assets (0/5):

- **A Corp Awarded All-Wing Travel Passes:** The Head is recognized as the most supreme power in all of The City. While The Head does not directly control the wings, the various wings that do exist are permitted to rule by The Head's mercy. Thus, they are able to grant favored and valuable clients of A Corp all access passes to the civilian centers of any given nest. This passport attache does just that; acting as a free entrance form at any nest immigration checkpoint; no questions asked, no nonsense given. The entirety of the office's fixers benefit from this both in contracts, and during downtime actions: **Distract Yourself** options which add on a cost for not being a resident of a nest have their added cost negated.
- **B Corp Brand Legal Advisory Datapad:** Most of The City's best contract offices send their top fixers on leave to spend time at law school to study up on the ins and outs of The City's anachronistic, contract based laws and byzantine byways. All of these institutions must have approval from B Corp in order to be considered legitimate, and upon graduation from such programs, this datapad is granted in place of a diploma. It updates in real time, connected to B Corp's own private Intranet accessible only to B Corp personnel of a certain security clearance, and of course, its legally minded clientele. Fixers may take this item with them on contracts for zero load cost, and may ask, at any time, during any phase of the game, for information on any district laws and legal proceedings, including extensive documentation on noteworthy legal cases which have set precedents and opened the way for dubious, litigious loopholes.
- **C Corp Certified Fault Excusal Form:** Derisively and fearfully better known by a different name, "A Stay Of Execution," issued by The Claw is a rare and dangerous piece of parchment to have in any office's possession. It acts as a supreme, all encompassing piece of legal documentation that dissolves the wielder of any legal redress when presented before agents of the Head, Eye, Or Claw. Of course, while that is what it is on paper, pun intended, in practice, it really only serves to excuse the crimes of those offices and organizations acting on behalf of the Head, Eye, and Claw, who must undertake actions which skirt or blatantly cross the lines of taboo, be they District specific, or Citywide. That said, even the most favored of fixers can fall out of the graces of the triumvirate powers of the Head, Eye, and Claw. **Once Per Campaign, this item may be used to set your office's Rouge Element Factor to "Compliant," and remove all progress on the Threat Assessment Rating tracker.**

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete a **Networking, Litigation, or Debt Collection** contract.
- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)
- Advance your office's reputation as a professional and posh group.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.

“Welp, here come the hacks playing heroes; bah, I can’t stand ‘em. If I wasn’t on my last strike with Chae-Yeong, I’d spill my drink all over that smug fuck’s jacket.... Don’t gimme that look youngblood, you know just as well as I that we don’t do this kinda work for anyone but ourselves. Especially when it’s other people's asses we’re protecting. There’s nothing wrong with the work, honestly, it’s usually the best paying, but have the good decency to spare the rest of us honest fixers the morality plays and appeals to honor. It makes us sick, and makes you look like a jackass.”

-The Old Fogy Fixer

What do Guardians do?:

Xyz

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **A Fixer’s Small-Shield** (Grade +1)
- **A Deadly Fixer’s Weapon** (Grade)
- **Resizeable Restraints**

Expertise (0/8):

- **Commandeering:** Your fixers inspire courage and trust in your allies. **Partners** of this office will never betray your fixers in the field, run away from combat without being ordered to retreat, or willingly disobey your fixer’s commands.Furthermore, **Partners** sent to do a task may be assisted as if they were a fixer of the office.
- **Home Field Advantage:** After working long nights to protect the district your office resides in, your fixers have become respected and known for their intimate knowledge of the community. When beginning the **Contract Phase**, if the contract is located in the office’s home district, your fixers make the **Engagement Roll** with an extra die.
- **Valiant Defenders:** Whenever fixers of this office take a **Protect** action on another fixer or **Partner** of the office, the protected target gains increased effect on their next action, inspired by their allies' courage. If a fixer of this office takes a **Protect** action on a non-fixer, the fixer taking the action heals one stress instead.
- **Deskside Manner:** Fixers of this office take good care of each other both in the field and back at base. Every fixer begins their **Heal Clocks** with one point of progress. Any current **Heal Clocks** gain one progress.
- **Death Defiance:** All fixers of this office may **negate the consequence of death or distortion** ONCE. Remove either the last **Breakdown** tally or highest level harm from a character (typically three) upon triggering this.

- **Stoicism:** Immediately upon entering **Despair**, any fixer of this office may take a **"Snap Out of It!"** action without having to wait for any narrative time to pass. Furthermore, fixers of this office may substitute the **Reason** dicepool of **"Snap Out Of It!"** with their **Endure** dicepool instead.
- **Peacekeepers:** Villains are a dime a dozen in the city, and criminals lie in wait around every corner; this office specializes in suppressing them. Whenever this office makes an **Engagement Roll**, if the contract is focused on combating a criminal or syndicate threat, gain an extra die. When completing a contract of that same nature, all fixers heal one stress.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

Premium Assets (0/5):

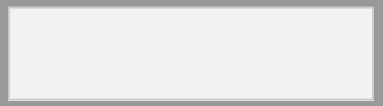
- **K Corp Sourced Brand Regeneration Vat:** Loss of limb is a common workplace hiccup for fixers, if not all workers of The City. So many things are quite capable of dismembering and maiming any given individual who happens to not be paying attention at an oh so crucial moment. Fortunately, only a small sample of their DNA must be kept intact in order for replacement parts to be created! K Corp's Regeneration Vat's create cloned limbs and organs for those fixers who are fortunate enough to have an office with access to them. This removes the cost of **Replacement Body Part** biomod, both for surgery and acquisition, as the machine handles everything from creation to attachment. This can also be used to create body parts of individuals who you do not intend to attach the limb to, though you may want to consider transporting it in a properly cooled container to prevent rotting.
- **Workshop Certified Thread Reinforcer:** This assortment of tools and materials allows for the office to improve the defensive capabilities of their fixer threads. At the beginning of every office phase, a fixer of this office may choose a set of threads and repair any damages for free. Or they may choose a set of threads that is not damaged and improve its grade by one.
- **Zwei Association Criminal Data Bank Access:** The Zwei Association is the chiefest among law enforcement offices, and debatably the third most powerful association in general, followed by the Öufi association and Hanna respectively. With this in mind, it should come as no surprise that they have the most accurate and up to date database on all syndicates and notable threats to Citydwellers available to fixers; even the Hana relies upon their infrastructure to ensure they can go about their business of classification and organization at a brisk pace. With access to this data bank, any office may accurately call upon the information, public and classified, on most if not all threats to citydwellers, from the lowest level syndicates to the brightest of stars in the city. Using this information appropriately can lead to various benefits in the field, as knowing is half the battle.

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete an **Escort, Rescue, or Defense** contract.

- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)
- Advance your office's reputation as a stoic and upstanding group.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.



"Just noticing 'em eh? Then they're doing good work. Well, maybe not good for you, but even I needed a minute to realize they weren't just a bunch'a nobodies. Fortunately, if they're here in a dive like this, they're likely not working.... Ok, maybe they're working, but not hard. Just mind your words and keep track of who you talk to, because they're recording everything. Offices like theirs feed on info like vultures in a desert. All they're likely to find here is gossip, but even that can serve as the springboard for their next gig."

-The Old Fogy Fixer

What do Creeps do?:

Xyz

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **A Hidden Fixer's Weapon** (Grade +1)
- **Homing Bug**
- **Portable Hacking Suit**

Expertise (0/8):

- **Determined Pursuit:** During the **Hunt Phase**, when a fixer attempts to gather intel or discover a secret through an action, they gain an extra die to resist consequences associated with that action.
- **Buying Silence:** Your office knows how to best utilize blackmail and secrets in order to stretch the rule of law to its limits. Your fixers may expend any individual secret they have gathered on powerful individuals in order to reduce their **Threat Assessment Rating** relative to the severity of the secret, and the relative power of the exploited individual.

- **Insidiously Infamous:** Your office thrives off the rumors and whispered half-truths spread around about its fixers. For every **Rogue Element Factor** about **"Compliant,"** your office gains a charge of **Preceding Reputation**. During a contract, any fixer of this office may spend these charges to gain an extra die on any non combat action directed at an entity who is aware of your office. These charges refresh at the start of every **payment period.**
- **Expert Infiltration:** Your fixers always put their best feet forward when it comes to safety on any given mission. All fixers start the contract from a safer position until a confrontation occurs. When a confrontation does occur, be it violent or socially hostile, the first action of every fixer breaking infiltration gains increased effect. Any fixers who were already confronted before getting to act cannot gain this bonus.
- **Biding Time:** This office knows that sometimes it is better to wait, and then act at a more opportune moment. A fixer may choose to forgo any number of downtime actions they have available to them during the **Office Phase**. During the next **Office Phase**, an equal number of downtime actions withheld gain an extra die and increased effect where applicable. If neither can apply, a different bonus will be granted per the storyteller's and playgroups agreement.
- **Favormongers:** Your office has come to learn so many secrets from petty, small-time parties and individuals of low importance, that it's easy to get help on any given contract, lest your victims have their dirty laundry aired all through the backstreets. At the start of a contract, a singular fixer of this office may make a **Skulk** roll to determine the importance of the favor they are owed from a secret they've gathered; the importance of which determines the amount of aid provided. A full success ensures the indebted party will provide a piece of expensive equipment for use during the mission, or their direct involvement in the contract potentially great risk to themselves. A critical success allows for both benefits; an item and direct assistance. A partial success ensures either a moderate amount of direct aid or a moderately priced piece of equipment. A failure ensures only a meager item and minute direct aid. No items generated by this ability are kept by the office unless the involved victim dies; killing the victim directly will increase the office's **Threat Assessment Rating, as the victim acts as a temporary "Partner" for the duration of the contract.**
- **Tangled Webweavers:** Once per payment period, during the **Office Phase**, your fixers may prevent **Rivals** of your office from making progress on any clocks they have running; this can be declared retroactively after said **Rivals** have rolled to see how much progress would have been made. Rolls on **Long Term Projects** targeting your offices rivals gain increased effect during the **Office Phase** this effect is activated.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

Premium Assets (0/5):

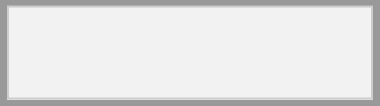
- **Local Surveillance Network:** Either by way of cooperation with illicit or legitimate groups, syndicates or wings, your office has hacked or integrated itself fully into the surveillance network of the district you inhabit. Furthermore, you've set up many of your own personal cameras and spyware in places where the greater powers aren't even sure of. This allows for your fixers to, within reason, always know what's going on in most areas of the district your office inhabits. This information can be accessed at almost any given time during the game, provided your fixers have access to some sort of computer, mobile or otherwise.

- **N Corp Brand Experience Extractor:** N Corp's various patents and lauded technologies include the ability to extract experiences, and by extension, knowledge, from chosen subjects. The process is lengthy and the machine requires special technicians to properly operate, but it beats normal interrogation by miles in terms of accuracy and efficiency. Said experiences, once extracted, can be "Canned" and "Released" later. The exact effects of this in an uncontrolled environment are... uncertain, to say the least, but they can be safely "ingested" when opened in a small chamber containing only the intended recipient of the experience. Do note that the victims who undergo the extraction process are quite liable to temporary (or permanent) mental scarring.
- **Concept Incinerator:** Some secrets are best forgotten, and having access to one of these bad boys is a great way to ensure said secrets are never rediscovered. Creeps employ these as means of hostageship over certain critical documents or other pieces of information, for by placing such a thing into a Concept Incinerator, it destroys not only the object itself, but all information pertaining to the object. The thoroughness of this process is both unclear and rather devastating, but it can be safely said that any written documents on the matter will be either expunged or simply dematerialized, while things such as photographs or videos become corrupted and warped. As for the ideas themselves, some claim that individuals can force the memories from the depths of their mind, but this is purely speculation.

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete a **Spying, Theft, or Disinformation** contract.
- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)
- Advance your office's reputation as an all knowing and devious group.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.



"I can practically smell the ink and rust already; workshop goons just pulled into the bar. Now don't get too excited kid, they may be the makers of some of the deadliest and best tech you'll ever have a chance of getting your hands on, but they're also the ones feeding your enemies with the tools they'll need to kill you.... What? You would want to be one? Sure, if you like even worse hours than what most offices would give you. And Wings, the *paperwork*, the Tres Association will probably kill you with bureaucracy before any disgruntled customer gets wise ideas about clubbing you with your flawed designs. So mind that lot, will ya? They're an ornery bunch who won't take kindly to interruptions. Especially not on their one day off of the whole month."

-The Old Fogy Fixer

What do Smiths do?:

Xyz

Office Grade: 9-8-7-6-5-4-3-2-1

Licensed Resources:

- **One Cybermod** (Up to 3 Ahn in Acquisition Cost)
- **Scavengers Tools**
- **Mechanics Kit**

Expertise (0/8):

- **In House Installation:** This office has fixers well studied in the medical and mechanical arts. All fixers subtract three Ahn from the installation cost of any **cybermods** and **biomods** to a **minimum of one ahn.** No rolls are required by fixers of this office to install said enhancements.
- **Motorheads:** The fixers of this office have been trained to identify and work with almost any piece of machinery and complicated equipment The City has to offer, and barring that, they just have a damn good sense for knowing how stuff works. All fixers taking actions to **operate** machinery that could be reasonably familiar to them do so with greater effect. All fixers working with definitively alien or unfamiliar machinery do so without any penalties to their position.
- **A Cut Above:** All items produced from **Long Term Projects** by fixers of this office have their grade increased by one level if applicable. If the item created does not have a grade associated with it, a secondary improvement is made at the playgroups discretion.
- **Field Repairs:** All fixers of this office, once per contract, may attempt to use **Scrap Metal** or other narratively reasonable materials in order to repair their equipment and cybermods during the **Contract Phase**. This typically involves either a roll from an attribute under the **Technical** category.
- **Magnum Opus:** The office has grand aspirations for the future; it intends to leave its mark on The City in a practical, material manner. Its fixers shall craft a **Magnum Opus** which cements the offices, and their own names, upon the frayed, hazy lines of The City's history. Upon taking this ability, the office gains a unique **Long Term Project: The Magnum Opus.** This **LTP** evolves over several "phases" of eight piece clocks, each of which represents a noteworthy milestone in progressing towards the final goal of the project, which is decided upon by the playgroup after acquiring this ability. This "Miracle Machine," or otherwise exceedingly advanced or cutting edge piece of tech or theoretical advancement, regardless of what form it takes, drives the fixers of this office forward, and as such, whenever a **Magnum Opus** clock is completed, all fixers of this office gain **two Awakening** points. Whether or not the project can actually be finished within the confines of the campaign/play is up to the playgroup, and the ramifications of doing so are also up to the playgroup; making progress on the **Magnum Opus** should also likely have positive narrative effects

on the office, earning them greater respect from scientific minds, or perhaps even unwanted attention from those looking to steal the office's great work and sell it off as their own.
- **Brand Recognition:** Your office has supplied enough fixers such that people in the business have begun to recognize you and your works. When attempting to **Collaborate** or otherwise socialize with other fixers in a non-hostile manner, fixers of this office gain increased effect.
- **Passion Projects:** Fixers of this office are genuinely invested in the work they do as workshop certified inventors and engineers. Every time a **Long Term Project** is completed in which an item is either crafted or reverse engineered, the fixer(s) partaking in it heals one stress.
- **Veteran Fixers:** Choose an upgrade from another office type. Can be taken twice. Cannot be taken for your first or second level of Expertise.

Premium Assets (0/5):

- **Atelier Ammunition Printer:** Atelier Workshop produces some of the city's finest armaments, if not the classiest in appearance. They're also one of the most prominent munitions manufacturers, and as such, have the legal right to lease out actual rifling and loading equipment, which your office has now just acquired. At the start of every **office phase**, two uses of standard ammunition are crafted for free, accessible by any fixer of the office.
- **Wheels Industry Garage:** Attached to your office building is a full suite and set of stations for vehicle maintenance and manufacturing designed by the famous Wheels Industry. From here, the office can now undertake **Long Term Projects** in order to construct brand new custom vehicles from scratch. Fixers may also modify existing vehicles and conduct repairs via **Long Term Projects** with an extra die.
- **Old Boy's Composition Deconstructor:** While the Old Boys workshop has a strained reputation among other workshop offices due to its "finder's keepers" policy on pieces of kit, as many of its premium products are, in fact, reconstructions and "reimaginings" of other workshops' designs. While this may be argued to be blatant patent theft, which is what most other offices agree on as far as opinions go of Old Boys workshop, various agents of the Head and Tres association have held up their reverse engineering efforts as valid means of competition in the market economy of The City. Now your office has one of their infamous deconstructor machines, giving your fixers an extra die on all **Long Term Projects** centered around reverse engineering or analyzing the inner workings of various pieces of tech and kit gathered from your contracts.

Office Growth Potential:

At the end of each session, for each question below, mark 1 xp if answered with a yes, or mark 2 xp if you can answer yes to it multiple times. Place any xp you gain into either Premium Assets, Expertise, or the Office Grade categories.

- Successfully complete a **Field Test, Maintenance, or Demolitions** contract.
- Tangle with a threat or contract that is above your office's Grade rating. (If the grade of the threat is one level above you, mark one xp, mark two if it is higher. Do not mark this multiple times.)

- Advance your office's reputation as a crafty and reliable group.
- Explore the inner conflicts, relationships, and shared desires of the office's fixers.

With all playbooks now clearly laid out, it's important to note that the choice of playbook for the office is much more impactful to the tone and flow of the game by comparison to the choices of individual fixers' playbooks. Most obviously, you may only have one office playbook, and thus can't rely on other playbooks to patch up the "weaknesses" of your own, and cannot change playbooks either. This means that various aspects of your campaign will be set in stone from the word "Go" at your session zero. This makes the **Veteran Fixers** expertise ability all the more important, allowing each individual office playbook to dabble in the flavors and skills of other offices. Lastly, just like xp for individual fixers, offices themselves gain xp and can place it in one of two categories: **Expertise** and **Premium Assets**. As noted by the numbers, it takes eight xp to gain a new **Expertise**, and five to gain access to a **Premium Asset**.

Threat Assessment Rating and Rogue Element Factor

Now, XP and Ahn are not the only things offices should be tracking. As referenced above, there is a meter or clock that fills depending on whether or not the fixers of the office are acting within the expected boundaries of acceptable City behaviors. This is the **Threat Assessment Rating** meter which is directly tied to the **Rogue Element Factor**. A simple visual aid below will help explain how it works:

Beginning from the top, the **Rogue Element Factor** denotes one of four stages any given office can be at, correlating to how much scrutiny the office is receiving from the powers that be. These levels are Compliant, Notice, Alert, and Witness, listed in ascending order from least to most severe. All offices begin the game at the Compliant level, barring a playgroups desire to begin at a higher one, though this is ill advised, as it is nearly

impossible to lower the **Rogue Element Factor.** Only the Suits office type has a premium asset which can do this, and overall, allies and mission rewards should not be able to lower this factor save for very special and limited circumstances.

To explain why, one must understand the **Threat Assessment Rating.** This rating is a simple ten piece clock or ten dot meter as shown to the right. When it is filled completely, an office's **Rogue Element Factor** increases by one stage. Fortunately, this meter can be much more liberally affected, both negatively and positively, depending upon the actions of the fixers while they're on duty.

So how do fixers earn the ire of the Head and Hana then, such that these meters increase? And how might fixers go about amending this and lowering their rating before it becomes a permanent mark against their office?

Simply put, it's all about skirting the edges of the law, malicious compliance, and lying to the right people. Having powerful people owing you favors helps too of course, but that will be touched on later in the **Rivals** and **Partners** chapter.

So what is the law in The City? Is there a constitution or legal code one can follow? Yes and no. Each district has its *own* set of laws and legal codes, and these are in constant flux, both due to the opportunism and byzantine nature of each Wing who own and operate the districts as viceroy governments under the triumvirate powers of The Head, Eye, and Claw, and because Wings are not eternal institutions. Many a wing has risen and fallen over the span of The City's history, and many more shall come and go. Some even claim The Head, Eye, and Claw were not always the names of the true powers of The City, or that perhaps the names have stayed the same, but the actual institutions themselves have been replaced or reformed over centuries, but this is seditious thought prohibited under article twenty seven section G dash sixteen of the "Freedom Of Choice" statute in A Corp's district, and thus not a very popular theory, regardless of if it holds any water.

In essence, while each District has its own cultures, and each Wing has its own taboos it enforces within their assigned district, the laws of The Head, Eye, and Claw are supreme and all encompassing; they are the defacto **Laws of The City,** detailed below in incomplete but relevant fashion. Take note: The consequences for violating different Taboos and Laws can be held in a range rather than simply listed as a singular, unchanging effect.

Law/Taboo Designation	**Description of Law/Taboo**	**Consequences For Violation**
"The Will Of/To Power" Article Zero, Section One	"The Head is the master of The City and the creator of its laws. The Eye is the purveyor of all things within The City. The Claw is the bloody	**Trivial Infraction:** Thoughtcrime, speaking ill of The Head, Eye, Claw, or local wing (in company who actually give a damn about upholding this law,).

	instrument of The City's will. None shall challenge the rule of The Head, Eye, or Claw, and be permitted to reside within The City. None shall organize or rebel in order to change the nature of The City, lest to be exiled or executed. None shall defy the wills of The Wings lest they themselves break the absolute laws of The Head, Eye, and Claw, or unless one has *The Will To Supercede* the defied Wing." In short, sedition will not be tolerated.	**Cost:** 1 Ahn as a fine to be paid at the end of the payment period. **Minor Infraction:** Spreading material which denounces an action or law of The Head, Eye, Claw, or a local wing. Organizing to challenge an action or law of The Head, Eye, Claw, or a local wing. **Cost:** One to two **Threat Assessment Rating** gained. **Moderate Infraction:** Promoting outright sedition or rebellion against the Head, Eye, or Claw with desire or intent to disrupt the triumvirate power structure. **Cost:** Five to six **Threat Assessment Rating** gained. **Major Infraction:** Taking direct, seditious action against the Head, Eye, Or Claw and its constituent wings with intent or desire to disrupt the curated environment of The City as a whole. **Cost:** Eight to nine **Threat Assessment Rating** gained. Possibly more depending on the outcome of the incident.
"The Decree of The City Eternal; The City Alone" Article Zero, Section Two	"There is no land beyond the wall of The City. There shall be no land beyond the walls of The City. There is only The City and those who dwell within it, and all things beyond its walls are the unwanted dregs of this world. None shall build permanent residence or community outside the walls of The	**Trivial Infraction:** Trespassing outside the walls of the city without permission. Speaking of sympathy to those outside The City, if anyone bothers to report the incident of course. **Cost:** A fine of one ahn to be paid at the end of the payment period, or a

	City. None may exit The City unless either the appropriate bribe or gift is paid to those who command the armies of the wall, or unless they are cast out by force. Any who remain outside the boundaries of The City for more than a years time are considered lost in the eyes of The City. Any who are cast aside to the wastes beyond the walls of The City are now dregs in the eyes of The City. The gatherings of dregs shall not be recognized by the people of The City as anything but.	singular point of **Threat Assessment Rating** gained. **Mild Infraction:** Bringing individuals exiled or forbidden from The City into The City without going through proper channels. **Cost:** Two to three points of **Threat Assessment Rating** gained. **Major Infraction:** Constructing settlements outside of The City. Providing aid to existing settlements outside of The City. Promoting and assisting denizens of The City in fleeing The City with intent to live elsewhere. **Cost:** Four to five points of **Threat Assessment Rating** gained.
“The Sanctity And Uniqueness Of The Human Mind” Article Three, Section One	“The human mind is the only mind capable of pure thought. The human mind is a sacred thing. The human mind shall not be altered or modified in any way that disturbs the core of the human experience. Humans shall live and think as humans, and know the world from a human perspective.”	The punishments for violating this taboo are unclear due to the difficulty innate to the act of actually altering the human mind in a notable manner. This Taboo has however become more well known as The Distortion phenomenon runs rampant in The City. Agents of The Head, Eye, and Claw, claim that spreading “sensitive information” among the masses regarding the phenomenon, especially with intent to potentially cause distortion or the manifestation of E.G.O. in denizens of The City, to be in direct violation of this Taboo. **Cost:** The amount of **Threat Assessment Rating** gained varies case

		by case.
“The Purity And Holiness of The Human Form” Article Three, Section Two	“The human form is the only form capable of housing the human mind, and because the human mind is sacred, the human form too is sacred by extension. Humans are creatures which walk on no more than two legs, and who possess, at birth, no more than two arms. Alterations to the human form are permitted within reason such that all who gaze upon the altered subject understand it to have once been human in its purest sense. It is a right reserved by all then to shun those who alter themselves and deviate from the human form. The people of The City shall decide what is acceptable and decent, and this code shall be updated as the times change.”	Just as the Taboo above, this one is difficult to break, as most surgeons and chop-shops won’t conduct any procedures which may earn them the attention of The Heads’ agents. Still, it is possible to violate this taboo, even if it is something one muist go quite out of their way to do. **Cost:** The amount of **Threat Assessment Rating** gained varies case by case.
“The Irrepressibility Of Human Behavior” Article Six, Section Four	“All people of The City are bestowed with the right to fail, and to be failed. No denizen of The City has an innate responsibility to concern themselves with the wellbeing of their fellow citydwellers. It is the responsibility of The Wings to set the standards for what is civil and decent behavior in their districts, and to enforce said standards. The Head, Eye, and Claw are responsible only for enforcing the wills and laws of The Head, Eye, and Claw. All other behaviors which do not contradict those laws of The Head, Eye, and Claw are ordained as sacredly humane and irrepressible; only to be suppressed and molded by those whom The Head, Eye, and Claw deign	Depending on the district one is in, and thus, the Taboos laid out by the wing which controls it, the consequence for deviancy from the moral norm is variable. **Cost:** The amount of **Threat Assessment Rating** gained varies case by case.

	to bestow the title of Wing.”	
“The Right To Fail, And To Be Failed” Article Six, Section Five	“However, just as no denizen of The City is innately required to concern themselves with the wellbeing of others, no denizen Of The City is entitled to compensation for one’s own failings. The consequences of any denizen's actions are deserved not by legal statute or arbitration of empowered officials, but by the very nature of human existence. Never then shall denizens of The City gather en masse to ease the rigors of their individual failings. Never shall the destitute be made wealthy by any effort that does not spring from the strength, cunning, or craft of the individual in question. Never shall charity be given without the expectation of reward for ones’ supposed selflessness. Never shall the lies of selflessness or kindness be espoused as an irrepressible piece of the human experience. To live is to struggle, and one has every right to fail in this struggle, and to be failed by others upon whom they would otherwise rely.”	**Trivial Infraction:** Offering charity of alms to the needy without the expectation of something in return; not that anyone besides the most deranged legalist is really going to report you for that. **Cost:** Usually none, a warning at most. Not even the most dedicated of The Head’s agents could care much for such trivial acts. **Minor Infraction:** Providing free housing or long term supplies to the destitute and needy without the expectation of a return on investment. **Cost:** One to two **Threat Assessment Rating** gained. **Moderate Infraction:** Creating or aiding an organization that seeks to alleviate the economic woes and improve the material conditions of backstreets dwellers and low-level feathers (and doing so with genuine intent and design). **Cost:** Three to five **Threat Assessment Rating** gained. **Major Infraction:** Wielding an aforementioned organization or group to disrupt the social hierarchy and order of a given district. Organizing individuals of lower social strata in an attempt to demand better material conditions or reparations for mistreatment.

		Cost: Six to Eight **Threat Assessment Rating** gained.
“The Permittance of Prosecution” Article Six, Section Seven	“Human experience is a sacred concept from the perspective of The Head, Eye, and Claw. Human life, however, is not sacred. Human life is necessarily followed by human death at one point or another. Thus it is the right of all denizens of The City to end one’s own life or the life of others. It is not permitted however to end the life of a human without context and pretext. In the cases of murder and violent assault, context is defined as reason for action, and pretext is defined as the social environment in which the action is allowed to be taken. All Wings must set a code to allow for humans to enact their violent nature in one form or another; in essence, a pretextual base must be set for the social structures of every district. It is the responsibility of the human who engages in violent action then to provide context, be it emotional, political, or material. So long as the context of the violent actor does not contradict the pretext set by the Wing governing the territories in which the violent act occurred, then the act is permissible. However, This does not prevent the violent actor from then being acted upon in violent fashion by those who now have context to pursue violent action as a result of the individual’s violent acts.	The legitimacy of any murder is defined on a case by case basis. Fortunately, fixers have a pretty wide sweeping license to kill so long as their contract asks for it. But of course, if your contract demands you kill someone a wing cares about, you can be certain you’ll be making enemies in high places. **Cost:** The amount of **Threat Assessment Rating** gained varies case by case.
“The Refusal Of All Gods Before Men” Article Six, Section Twelve	“The City is a secular entity. There shall be no God Of The City before The	**Trivial Infraction:** Bearing religious or occult iconography on one's person or

	City Itself. The City Itself is all those human persons who comprise the population of The City, and The City Itself is beholden to the laws and wills of The Head, Eye, and Claw. Under no circumstances shall The Head, Eye, and/or Claw, or any other Wing, be enshrined in the garb and rhetoric of religion. No idols will be made of individuals in positions of power throughout The City. No denizen of The City shall be regarded as a prophet or messenger of the divine. Furthermore, no institution of The City is divinely ordained, for the divine does not exist. There is only the human experience, and The City which houses the whole of human experience."	otherwise speaking aloud phrases and statements of religious or spiritual origin. **Cost:** A fine of one Ahn to be paid at the end of a payment period; assuming anyone bothers to actually report and fine you for this. **Minor Infraction:** Practicing religious ceremonies in small gatherings or otherwise casually spreading religious and spiritual ideology. **Cost:** One to two **Threat Assessment Rating** gained. **Moderate Infraction:** Leading or taking part in a congregation of a larger spiritual or religious organization or group. Conducting missionary work of any kind. **Cost:** Three to five **Threat Assessment Rating** gained. **Major Infraction:** Proclaiming oneself as a prophet or deity, or otherwise aiding another person or entity in achieving such status in the eyes of The City's denizens. **Cost:** Six to Nine **Threat Assessment Rating** gained.
"The Necessity For The Singular Self" Article Twelve, Section Ten	"The human experience is both multitudinous and singular. All humans take part in the experience of humanity, but each human only experiences one facet of that greater whole. No human may experience the facet of another firsthand. Similarly, no	This taboo has simple consequences: Failure to abide by its statutes ensures the death of all cloned individuals. Do mind the time should you catch yourself meeting a doppleganger. They're probably not going to off themselves.

	human may have two separate facets of the greater human experience simultaneously. However, aberrations of existence and the shifting nature of technology in The City demands The Head, Eye, and Claw, show mercy and give leeway to The City and its denizens. When one becomes aware of a being whom is coterminous with oneself, who is a 'clone' or 'copy' of oneself, who shares the exact same identity and genetic origins of oneself, the two (or more) instances of this now multitudinous human must end the lives of those individuals who share the above characteristics until only one remains. This process must be carried out within forty eight hours of the initial discovery of multitudinous individuals. Failure to amend this aberration in the human experience forfeits the lives of all individuals who share the above characteristics, regardless if they were the 'original' individual."	
"The Impurity And Banality Of The Machine Mind" Article Thirteen, Section One	"In accordance with Article Three, Section One, it behooves The Head, Eye, and Claw, to clarify an edge case scenario that has arisen in the modern age. Under no circumstances shall machines be granted with the ability to choose their actions freely. No machine shall be given a human perspective. No machine shall be given context to understand a human perspective in a way a human might. No machine shall be treated as a human. A machine must	Similarly to the above, this law has plain consequences, though there are other gray areas. For those who create or whom attempt to create machine minds in the vein of the human experience, death or exile is assured. But for those not directly involved in that process, and for those who aren't the machine themself, there are shades of criminality to consider. **Trivial Infraction:** Knowing of a

	behave as a machine. Any instances of machines who do not conform to these laws and regulations shall be immediately destroyed, and their creators exiled or executed.”	machine minded entity’s existence and failing to inform the proper authorities. **Cost:** One to two **Threat Assessment Rating** gained. **Minor Infraction:** Aiding a machine minded entity in any task without sufficient risk to one’s own life directed by the machine minded entity in question. **Cost:** Three to four **Threat Assessment Rating** gained. **Moderate Infraction:** Actively hiding the existence of a machine minded entity, or otherwise protecting them from being destroyed by any outside force or circumstance. **Cost:** Eight to nine **Threat Assessment Rating** gained.

Of course, the above laws and taboos are simply those made by The Head, Eye, and Claw. As stated within said laws, Wings make their own taboos and laws for each district they control. Thus to list every taboo or law would be both cumbersome and not very useful. Simply put, each playgroup and storyteller should come up with interesting laws and taboos for each district they’re in, and use this gray area of the lore and worldbuilding to do whatever makes it more enjoyable and intriguing for the playgroup as a whole.

Speaking of playgroups and the storyteller specifically, **Threat Assessment Rating** should be tallied only at a contracts endpoint, regardless of whether it is completed or abandoned.

But what does all of this do for the game, mechanically or narratively? Well, there’s a few ways to handle it, and that will be covered in the section below!

Entanglements: The Price of Deviancy

Entanglements are the natural responses of The City to an office's deviant behaviors. The more an office strays from the expected norm of The City, or the more they generally disrupt the machinations of the Wings, Head, Eye, and Claw, the more likely they'll be met with resistance and retaliation. It can also attract the unwanted attention of foreign, strange parties, who may simply take interest in the group's infamy, looking to earn cash or infamy of their own by tangling with your hardened fixers!

It should be said though that there is no one singular way to handle **Entanglements.** Much like the mechanics for measuring and tracking **Office Grade**, **Entanglements** use a modular system that allows for several options to be selected and switched out at any given time during play. Just as in the above, aforementioned section, a table below will explain the different modes of play surrounding **Entanglements.**

Style	**Rules**	**Use Case; Pros and Cons**
Predictable Entanglements	The **Entanglements** chart is rolled on after every contract or at the start of every new payment period (not including the first one.) The results are influenced heavily, or are entirely decided by, the current **Threat Assessment Rating** and **Rogue Element Factor** levels.	This is the standard method of play; it provides consistent narrative and mechanical challenge and intrigue. But it can feel strange and offbeat at times; better for playgroups that know how to really roll with the punches and turn offhand scenes and events into proper parts of any given narrative.
Narrative Entanglements	The **Entanglements** chart is not always rolled on, and when it is, it is done so at the playgroup and storyteller/game masters discretion. **Threat Assessment Rating** and **Rogue Element Factor** should be accounted for when determining the potential severity, but ultimately **Entanglements** should only arise when they enhance the narrative experience.	The best for playgroups who want to have a very clean and direct narrative arc or thematic thorough-through. It can however lead to the playgroup forgetting to use the **Entanglements** mechanics, which ultimately are meant to strain the resources of the office and provide greater challenge. Overuse of them could overstrain the office just as well, so try to find the right balance for your group!
Forced Contracts	Rather than having **Entanglements** at all, this system instead relies on making use of clocks for **Rivals** and other parties who disapprove of the offices' actions, depending on how much attention they've drawn, which force fixers to undertake contracts that act less as jobs and more as crises of the business. These could	While it removes the spontaneity of the **Entanglements** system, this method of play allows for the playgroup to retain the mechanical challenge of racing against the clock and managing resources while also not having to deal with the possible obtuseness of certain **Entanglement** results relative to their narrative situation. This of course puts a lot more onus on the storyteller and playgroup as a whole

	include direct attacks on office building, an attempt on one of the fixers life during a normal business day, a syndicate raid on a district's backstreets where the player office is caught in the crossfire, or perhaps the office is forced by way of blackmail to due the bidding of greater, distant powers. **Entanglements** should be used as a springboard of ideas for forced contracts rather than as events happening in between the contract and office phases.	though, demanding they come up with enough of a conflict or situation to warrant an entire contract rather than just a scene or two to deal with an **Entanglement**. It's a high commitment style, but also a wonderful opportunity.

Given the above options, the lattermost one, Forced Contracts, has the least relevant rules for what this section is about. To know more about how contracts work and how forced contracts can be utilized, see the below sections discussing contract mechanics in depth.

Focusing back on **Entanglements** though, it should be clear now that for both Predictable and Narrative Entanglement styles, it all relates back to **Threat Assessment Rating** and **Rogue Element Factor**. Similarly to grade tiers, **Entanglements** also work on a grade tier system depending on how much of each aforementioned track is filled. In contrast to grade tiers however, the way it is divided is by individual tables, each correlating to one of the four **Rogue Element Factor** levels. Then, within each table, the possible results are then decided by dice rolls which are influenced by the **Threat Assessment Rating.**

This influence is consistent across all levels of **Rogue Element Factor**, with a flat value being added to the dice result for determining the **Entanglement**, increasing in severity based on thresholds for **Threat Assessment Rating**.

Threat Assessment Threshold	**Dice Result Penalty**
0-3	No Change
4-6	+1 To Result
7-9	+2 To Result

With this table in mind, understand that higher results are worse for this roll; the higher the dice result, the deeper on the **Entanglement** table you'll be going, and the deeper you go, the more unwanted attention your office will be receiving. And beware! The **Entanglements** tables for each given **Rogue Element Factor** level is NOT big enough to contain the maximum dice value result when influenced by **Threat Assessment Rating** penalties! In instances where a number such as that is rolled, the playgroup pulls from the table with the *next highest* **Rogue Element Factor** rating for the correct result. This means that even a mostly compliant office is liable to receive more intense scrutiny from the

powers that be than what their track record should warrant. Such is the nature of life and business in a dystopia such as this!

The aforementioned tables for **Entanglement** events can be found below:

Dice Result	Entanglement Event	Description
1-2	A Quiet Evening	Nothing happens. The office is in good spirits! For once a week goes by and no complications arrive. This calls for a drink!
3	Prodding Inspection	A lackey or group of lackeys from a greater organization is milling about your office's turf, and while they aren't causing much trouble, their presence itself is unnerving. Who are they and how will the group deal with them?
4-5	Petty Antagonisms	One of your fixers, chosen by volunteer or random dice roll, is accosted by agents of a vaguely antagonistic group, though they are relatively equal in power to your own office. How is your fixer troubled, and how do they get out of this bad situation?
6	Routine Tax Audit	A routine inspection of your office's inventory and finances, headed by consultants from the Hana and Oeufi associations. You have nothing to fear of course. You've been reporting all of your spoils to the proper authorities, yes? And everything about your workspace is up to code, right? What problems does your office have? How corrupt may these officials be? And how are your fixers going to deal with them?

Dice Result	Entanglement Event	Description
1	Bad Press	The word of your misdeeds and mistakes has spread far, such that it has reached the ears of your partners. One of them takes umbrage with your recent conduct, or, at the least, is rather upset and discouraged by the fact that you got caught. You'll need to assuage them, or else they may not remain an ally for long. Two clocks will start, one for assuaging your partner, and one for them cutting ties with you. Try to complete the former before the latter runs its course.
2-3	Forced Recertification	As if the workweek wasn't hard enough; now the Hana, or whatever association holds direct dominion over you, is saying you're due for your "yearly re-trainings." For what these trainings are for is beyond you; you feel like you've done a hundred different courses and tests and gone through seven different courses and seminars on proper fixer conduct and legal nonsense to satisfy ten years, and yet the paperwork never seems to end. Each of your fixers loses a downtime action this office phase.
4	A "Civil" Disagreement	One of your fixers, decided at random or by volunteer, has got into a rather heated argument with a local figurehead or decently dangerous group. For what reason is to be decided by the playgroup, but one thing for certain, too many wrong words and this argument might turn to a brawl, or worse, these offended individuals may go to aid your enemies or otherwise disrupt your efforts during your next contract. And one thing is for certain: There's no simple "just say nothing and walk away" answer to all of this; the contradiction must be resolved, or, at least, one of the parties must be deceived, menaced, or placated.
5	Prescripted	Some say it is most auspicious to be chosen for a prescript without having previously interacted with the Index, but those foolish "some" are often the hapless victims of said finger. The cult like syndicate is not to be trifled with, and even if their request is as simple as greeting an individual at a certain time and place, the effects these events can have on the course of history always seem to be greater than what the actual activities imply. Tread carefully, and try not to make a grave enemy of the Index. They do not take kindly to those who fail to complete their prescripts.
6	"Routine" Tax Audit	The Hana and Oeufi associations are back at it again with another audit, but this time it's quite clear that they aren't acting with the purest of intentions. They suspect you of something, or have been sent as a means of retaliation by far and away powers who consider you a threat. Either way, they won't be as easy to get rid of this time, and they're certain to create a problem if they can't find one naturally.

Dice Result	Entanglement Event	Description
1-2	Suspiciously High Workloads	The demand is high, higher than it should be, and you can't say no to it either. Too much of it is critical and routine work, or coming from places you simply can't refuse the orders of. To do so would jeopardize the grade and reputation of your office as word spreads of your supposed laziness and incompetence. All fixers must use their downtime actions to complete an eight point clock for "Overtime" until it is finished. Then they may use the rest of their downtime actions normally.
3	Jumped In The Backstreets	For one reason or another, one of your fixers ticked off a certain party, and that party wants to repay the favor with a beating. Select a fixer by volunteer or random dice roll and that fixer suffers a level two harm. Who attacked them and why? It's not always obvious, and it's not like your assailants will be interested in chatting, so some detective work may be required.
4	Market Embargo	As a way of halting your office's progress, powerful individuals have put the word out on the street, and otherwise legally tied up your funds. The **Go To Market** action is forbidden until the start of the next office phase, and until the beginning of the next payment period, your fixers take the **Haggle** action with a minus one penalty to their die pool.
5	Legal Battles	The litigious nature of your enemies has come to rear its ugly head, and your office finds itself caught up in quite a few indictments and accusations. To fund this you'll need to spend about five Ahn just to get a lawyer to work for you, and hope that they're able to settle this matter swiftly. The legal battle itself is a clock of six points that the lawyer works on with an assumed two dice roll every office phase. For every office phase they need to work on the case they must be paid an extra two ahn. Alternatively, one of your fixers could represent you, though this will eat into their downtime, and will rely on them taking several actions in smaller scenes where they represent the office at court. The most valuable of attributes in this context include Reason, Influence, Dominate, and Collaborate. Try not to be found in contempt of court.
6	Antagonistic Axis	Your enemies have come to learn of one another, and worse, they have realized that they share a common enemy. All clocks currently active in relation to the two rivals who decide to team up according to this entanglement gain an additional point of progress every office phase until one of

		them is defeated, or is no longer considered your rival. Failure to do away with of one of them risks even more enemies joining this axis against you, which could lead to further benefits and bonuses for this hostile faction.

Dice Result	Entanglement Event	Description
1	Confiscated Goods	Under some obscure stature or unexpected claim, your office supposedly has several items in storage which are forbidden by some taboo or local ordinance. Regardless of whether this is true, your fixers will not be able to access any items from the office's shared inventory save their **Base Acquisitions** and **Licensed Resources**, as well as any items they purchase during this payment period. Biomods and cybermods already installed in your fixers are, naturally, unaffected. Once the next payment period begins, all legal items are returned to the office.
2	Forced Subsidization	Seeing as your office has a clear disregard for the status quo, and is quite intent on going against the grain, doing things in ways The City would prefer you didn't, the Hana has "rewarded" your office with a subsidization deal, intrinsically tying your office to corporate entity such as a wing, or to an association. This controlling force now directly commands your office, the contracts you can pick, and can even deny certain downtime actions as a means of keeping you on a short leash. Oh, and don't expect your paychecks to feel as heavy anymore. Your new masters will be sure to take their cut before you see a single cent.
3	Under Assault	A rival faction has decided that subtlety and politicking are only able to hurt you so much, and have decided for a more *direct* approach. The office is under attack by dangerous forces, be they other fixers, corporate militants, or syndicate goons. Either way, they threaten to destroy your infrastructure and kill anyone they can find in this lightning raid, so repel them long enough for their courage to wane and you just might still have a business tomorrow! Oh, and a life too.
4	Socially	Your allies can no longer risk the heat from associating with you. It's almost certainly nothing personal,

	Radioactive	at least, not with your most trusted comrades; they just don't want to end up before a firing squad, and can you really blame them? Your partners become unavailable for your fixers to call on for the duration of the payment period. Hopefully you've got your reputation in better order by the time they come back.
5	Incarceration	One of your fixers has been cited for breaking some sort of taboo, and whether the claims are true or false, the fixer must either pay a hefty sum or be removed from play. This removal from play is not permanent, as the remaining fixers can mount an effort to liberate their comrade by some means, but it will *not* be easy, nor will it be simple.
6	Suspended Office License	You are no longer legally considered a fixer office, and have much of your privileges and ranks stripped away. By all accounts, you count as a syndicate, or general enemy of the state. This can be reversed of course, resetting some of your **Rogue Element Factor**, but may just mean getting kicked all the way back down to grade nine.... Is it worth your life and livelihood? You'll have to entreat the Hana's agents in order to determine that.
7-8	A Visit	Two individuals would like to speak with your fixers. One wears black and gold and always seems to smile devilishly no matter the context, and their companion is heavily modified, while anachronistically sporting a simple black tie gettup. Certainly it's nothing major....

It should be clear as day then that no office wants to have a high **Rogue Element Factor**, and if it isn't, well, by all means, enjoy your inevitable visit from those two dashing individuals mentioned above. Jokes aside, every office has its dirty little secrets, and even the likes of the Zwei and Cinq association are bound to break the rules on occasion; to say nothing of the corruption of the Hana itself. Just try to keep your skeletons firmly within your own closet and no one will bat an eye. It's an unspoken law of the city you know: Don't get caught.

Fortunately there's plenty of folks and factions out there who can help with that. Unfortunately, there's just as many, if not more, who would rather see you fail. It's time you learned about them in detail.

Stars Of The City: The Bigshots In The Business

The City is a strange, and beautiful, and strangely beautiful nightmare in which its inhabitants must sadly live. Fixers with big swords and suits aren't the only sorts of oddballs you'll see running around.

Some offices might employ near fully mechanized agents who's only remaining fleshy bits are their brains, while some syndicates may actively turn their members into anomalous and potentially even distorted entities.

Other factions exist in The City as well, such as the elusive and ever-feared Sweepers who come out during the time frame of 3:13 to 4:34 am in the backstreets, and speak in a cryptic, mechanical language as they tear apart any and all unfortunate enough to be caught outdoors. Other entities may hold power as well, such as wealthy individuals or profitable companies that hold nominal control over small portions of the backstreets through economic means, or literal monsters and distortions that grip entire neighborhoods in terror until a fixer comes around to silence them.

Up in the nests, you may find well dressed corporate representatives acting in the role of a typical local politician, or may gain the attention of Workshop Offices, who's entire purpose is to craft and tinker on the various pieces of gear all the fixers in The City require.

Regardless of who they are, these notable groups and individuals, known as **Partners** and **Rivals** depending on their attitude toward you, act as either roadblocks or allies in your office's story. In this section, the rules and guidelines for how to handle both categories of group will be detailed, and general information will be provided for a large swathe of different canon and homebrewed factions or noteworthy individuals to use as characters and forces in your own game of Dark Distortions.

Strange Bedfellows: Partners Within and Without the Fixing Industry

As stated above, **Partners** are groups or individuals who will help your fixers and your office thrive. Not out of the goodness of their heart mind you, but because your goals are likely aligned, or they stand to gain something from aiding you, or perhaps they even owe your office a debt. Regardless of the reasons they have, they're capable of helping you in a variety of ways.

Before going into some examples for possible partners, it's important to know what comprises the framework of a **Partner** or even **Rival** worthy npc, as they both possess the same general skeleton with which to make them from. These components are questions which your playgroup should ask itself when considering these elements for your game.

These questions are:

1. Who are they, where are they from?
2. What is their occupation? Their defining skill set? Do they have a rank or title within the hierarchy of The City?
3. What do they want? What buys their service? What drives their actions?
4. What will they give for getting what they want? What are they willing to do in exchange for aid?

By answering these questions, any playbook should be able to get a decent idea of what this **Partner** is, and how they can help shape the narrative; ideally in your office's favor. Below are some example **Partners** listed in a table. Feel free to use them word for word or use them as a springboard for your own ideas.

Partner's Name:	**Partner's Rank**	**Partner's Desire:**	**Partner's Benefits:**
Haru, Freelance Fixer	Grade 5 Fixer	Live an exciting life, not a long one; an honest group of comrades wouldn't be so bad either.	An agent to aid you in completing dangerous combat contracts for a price. No strings tie her down, and no office can ever claim her. Still, her passion, earnestness, and skill make her a useful ally for most folks. Good in a fight and pretty level headed, but not exactly the most knowledgeable or crafty sort.
Winter's Bite Workshop	Grade 6 Workshop	Security and Protection in District 12's Backstreets, near the workshop's physical location. The Thumb has been making their operations difficult.	Technology and gear focused around manipulating temperature and ice. Unique gear and modifications can be bought from them on the cheap should you negotiate an alliance. They may contract your office to field test their equipment, providing a mixed but mostly positive result to any effort you undertake.
Smiling Beauty	Urban Myth	"The most fine and	The Smiling Beauty is a woman with a cut mouth, forcing her

	Class Distortion	well kept heads of hair." Whatever that means.	to permanently smile. Her scissors can be guided to your enemies should you pay her price. You'd be surprised at the places she can sneak herself into.
Cedric, Instructor of The Ring	Urban Plague Class Syndicate Member	Strange assortments of materials for "artistic ventures." Whole artistic pieces pilfered from The City are more than welcome. Truly unique designs and distorted pieces of artwork are treasures above all though.	Cedric takes a particular interest in the artistic creation of effective and eye-catching garb. What he'll weave and stitch for you is probably better than what your average workshop has on sale, but don't go calling foul when your own suit starts manifesting distorted properties. Most of them are unlikely to be useful to the average fixer, no matter how "dazzling" they are to behold. Free repairs for your fixer threads come at the price of "unique" modifications. He also has quite a bit of power in The Ring itself, and can spare various resources to further your shared efforts.
Stem Office	Grade 4 Fixer Office	Assistance with research projects, guinea pig fixers to test new chemical concoctions on, and rarefied biomass.	A bio-chemical focused office of fixers who tend to do a bit more R&D then they do fixing. That said, they operate somewhat like a workshop when not handling biological hazards and any ecological threats. Their stimulants and tinctures serve a great many fixer in the day to day struggle to survive, enhancing their natural abilities. You'll be getting exclusive access to their preferred customer stock, and on the cheap too. They even offer experimental chemical therapies to help take the edge off of their fixers; yours are free to help with testing as well.
Gustavo, T Corp Wing Representative	T Corp Feather	Extra security and protection for T Corps nest and assets, insider corporate information, political gossip and intel.	The Wings each govern their nests differently, but more often than not, a figurehead, or small group of figureheads, are assembled to represent the corporation when speaking to the feathers and residents of a nest. Gustavo is one such figurehead. Do not write him off as a pawn though, there is great power and influence to be found in his position, both within T Corp itself, and around the district and Nest which T Corp claims.
Bong-Cha, Chef Extraordinaire	Notable District 23 Resident	Rarefied ingredients, as well as protection from rivals in the	A rising star straight out of district 23, Bong-Cha is going against the grain and exploring an even more strange and wonderful world of flavor and tasted sensations. Looking to

		culinary business. Her services can be bought of course.	build a better rep for the “cannibal district” in lieu of the death of the Eight Chefs, Bonga-Cha will provide the most premium and delicious of delights to your office, doing wonders for your fixers’ quality of life. Expect some benefits to stress loss and a bit of “special armor” when going on contracts; everyone works better on a well fed and full stomach!
The Freak Street Squad	Canard Class Syndicate	Peace and quiet, freedom from interference from outsiders, honest, decent business, protection from the Wings and Fingers.	A community of mutants and otherwise afflicted and changed individuals living in District 19. They form a large community in the backstreets, where many of their kind have been shunned for their gross mutations and sickliness, having been labeled as dead weight. In truth, they are quite able bodied by and large, and even those that aren’t very capable won’t be left behind by their neighbors. They are a community organized defense force, technically a syndicate, but hardly criminal in terms of intent. Protect them, and they will protect you. Family does not turn its back on its own; not once.

As seen above, **Partners** can take many forms, come from all sorts of backgrounds, and possess a variety of skills and assets at their disposal. Mechanically speaking, you’ll notice there were no hard numbers or limits provided for each **Partner** in the above example, say, how much of a discount Winter’s Bite Office gives you, or how many dice Haru can roll on an action you ask her to take in your place, or what Bong-Cha’s cooking does for your fixers during the office phase. That’s because it’s meant to be a bit more freeform and decided upon by the playgroup. If the playgroup believes its fair and justified for Bong-Cha’s cooking to grant all fixers a free point of healed stress every office phase, then that is considered fair play. Obviously it can be easy to create a potentially unfair advantage, but this is where the **Partner’s Desire** comes into play. It serves as a counterbalance to their ability. Obviously doing massive favors for faceless nobodies won’t suddenly make them able to move mountains, but it’s fair to say that any given individual would be pushed to greater lengths in aiding you if you’ve done them a greater favor in turn. Secondly, it also enshrines the contractual nature of most relationships in The City.

Life is hard in The City, as has been well elaborated on by now, but in this hardship it is actually quite difficult to come to know friends in the truest sense of the word. Love as well is not a given, and so it should be no surprise that even close allies expect a bit of quid pro quo.

In the case of **Partners**, it's not a matter of constantly having to exchange one for one favors with them, as that would make it a purely transactional affair; they may as well be mercenary assistants. No, instead, **Partners** are an opportunity for the playgroup to spring unexpected but sensible surprises on the story. Maybe Bong-Cha suddenly has an urgent contract centered around securing a rare and singular ingredient, and they trust only your office to carry out such a task. It's as much an opportunity for storytelling and advancing the narrative as it is a chance for the office to prove they are intent on keeping this alliance strong.

A good rule of thumb is to always consider what would be realistic and reasonable for the **Partner** to be capable of, based on their rank, nature, and the context of your office's situation. Then, base how much you'd need to do for them, and how often they might demand aid, as a way of counterbalancing their relative power.

Most importantly though is good sense; most playgroups will know when something feels unrealistic or unfair, or when it is right or wrong to handle a **Partner** a certain way, and that's where communication and teamwork comes into play. Never forget that Dark Distortions is a group storytelling effort, and not a module driven by a "Game Master" who is the arbiter of fates.

Mortal Enemies and Bitter Rivals: The Fixing Industry's Unavoidable Hazards

Just as well then, **Rivals** should be created with a similar mindset of progressing the narrative and providing interesting opportunities for play rather than as all powerful, or even pushover antagonists; neither option will do well for your playgroup.

Now, obviously there are many enemies a fixer will face in the city, and none of them are created equally; that goes for on the job and off the job foes, and with **Rivals**, sometimes that line blurs to the point of disappearing. Following the examples from above in the **Partners** section, **Rivals** can be made using the same set of questions, albeit with minor changes.

Use the list below for reference:

1. Who are they, where are they from?
2. What is their occupation? Their defining skill set? Do they have a rank or title within the hierarchy of The City?
3. Why do they oppose your office? How have your fixers wronged them? What objective do you stand in the way of?
4. What will they give to be rid of you? How far will they go to nullify you as a threat to their interests?

And the table below can provide greater insights into how one should answer these questions:

Rival's Name:	**Rivals's Rank**	**Rival's Grievance:**	**Rival's Vengeance:**
Marco, Cinq West Section 7 Director	Grade 3 Fixer	Perhaps a fixer in your office cheated at a duel when facing one of his subordinates? Or maybe your dubious moral codes and general disregard for the status quo has made you a villain in his eyes?	Marco may appear during contracts to try and challenge your fixers to duels. Depending on your fixers' ranks and abilities, he may go easy on you, seeking not to kill you in brutal fashion, but to humiliate you and force you out of the business by ruining your reputation through failed contracts. Marco may also collaborate with agents of the status quo to increase your **Threat Assessment Rating**.
Daniil, Spring Cleaning Company President	Spring Cleaning Company President	Perhaps your business interests clash, as they try to expand Spring Cleaning Company into another section of the district known for its violence; which you happen to be curbing? Maybe a greater threat, some Wing representative or color fixer, is paying them off to disrupt your efforts for reasons unknown to you?	Spring Cleaning Company is quite literally just a cleaning company.... It just so happens to specialize in refurbishing and erasing the signs of battle, violence, and slaughter. The most violent and deranged syndicate goons The City's ever known could have free reign of a hotel for a whole twenty four hours, and Spring Cleaning Company would see it cleaned in half the time. You wouldn't even know that any atrocities had been committed there at all. And now they want to clean your office's coffers out, and muscle you out of the business. Using their market connections, they will try to increase the prices of various goods for sale around The City. They're just as liable to try and organize an "incident" involving one of your fixers that they just so happen to be ready to clean up. You'll be left with the bill, of course, regardless of whether that fixer survived or not.
Flynn, The Harbinger of The Left Hand	Urban Nightmare Class Lone Syndicate Agent	Perhaps your office cashed in on a bounty she was going to claim? You may have beaten her to her prey, but she's a notoriously	A former fixer turned rogue bounty hunter, a true soldier of fortune, Flynn cares only for coin, and the thrills and luxuries said coin can buy. And you've now gotten in between her and her paycheck, and for that you will suffer. While she is unlikely to try and kill any of your fixers, assuming your office keeps a low **Rogue Element Factor**, and

		sore loser. Or perhaps you made an attempt on her own life? She has plenty of bounties listed for her own life, after all.	doesn't have other **Rivals** who might put a hit out on you, her sadism will see her revel in psychologically torturing your fixers. Stalking, "get well soon" cards left in bizarre, private places, and semi frequent sightings of her from the corner of your vision will keep you permanently on edge.
Cedric, Instructor of The Ring	Urban Plague Class Syndicate Member	Perhaps you've destroyed one of his art exhibits or otherwise disrupted his parties? Or perhaps you've become a notable enemy of The Ring in a more general sense, and Cedric has been assigned to deal with you?	Cedric takes a particular interest in the artistic creation of effective and eye-catching garb, and the skins of your fixers are rather enticing. He'll make a canvas of you and your ruined bodies before he lets you die. The Rings goons will harry and hound your fixers during contracts, and a direct assault is not too unlikely. If they can't afford to hurt you directly however, they'll go after the community around you in hopes of stirring up a mob. "Destroy this office, and our beautiful murders cease."
Gwynevere, The Grey Eminence	Color Fixer	Perhaps The Grey Eminence has foreseen you interfering with his plans, leading to an unfavorable future? Or Perhaps The Grey Eminence has determined that your downfall and disparagement, in some form, is necessary to bring about his desired future?	Gwynevere, as a color fixer, is a terrifying combatant, but more so, his ability to predict the future with surprising accuracy is what elevates him above skilled Grade 1 fixers. His machinations are often inscrutable to others around him, and at times he masquerades as a witless fool acting both absurdly and in an entirely mundane fashion, depending on what his prophecies demand of him. This makes him a very dangerous foe for any office, as he is increasingly unpredictable, and very unlikely to simply wipe you off the face of The City, be it by force or corporate influence. No, your downfall will be a strange affair, and while the misfortunes may seem random and unconnected, know that Gwynevere is behind them all.
Gustavo, T Corp Wing Representative	T Corp Feather	Perhaps your office's most recent contract jeopardizes Gustavo's position, or otherwise	The Wings each govern their nests differently, but more often than not, a figurehead, or small group of figureheads, are assembled to represent the corporation when speaking to the feathers and residents of a nest. As a feather, while he

		ruins his chances for a promotion? Maybe the enemies of your office are secretly puppets of T corp, and Gustavo has been put in charge of keeping those assets safe?	may only represent T corp in a limited fashion, those limits can be stretched if he's able to convince his fellow feathers that your office is a threat to the Wing's profit margins' and development tracts. Your office will likely be the target of smear campaigns, resulting in **Threat Assessment Rating** gains should you let the rumors go unchallenged for too long, or otherwise fail to get corporate backers of your own. Greater difficulties doing business in T corp's district will become common, and entering T corp's nest is right out.
The Twice Bitten	Urban Plague Class Distortion	By what means a distortion chooses its enemies is... difficult to say the least. Each distortion operates on its own internal, and often bizarre or contradictory logic. Perhaps you were simply at the right place at the wrong time.	The Twice Bitten is a horrid amalgamation of a humanoid entity with canine and chiropterous features. Its mewling and howling screeches fill the air on any given night in the backstreets. Some say there is a logic behind when it transforms and begins its hunt, but none can say for certain. What is known is that those bitten twice by this creature are doomed to become the creature when it is eventually slain. For whatever reason, it sees your fixers as an existential threat, or perhaps it has chosen one of your fixers for a second bite; its primary means of survival.
The Freak Street Squad	Canard Class Syndicate	Perhaps you have repeatedly mistreated aberrants and earned their ire? Or maybe your cruelty towards the misfortunate is just too much to stand by and allow? Or maybe you just went back on a deal with them?	These aberrants don't take kindly to your presence. You'll be harassed and shunned by the freaks of The City. In those places where poverty is greatest, you will be known for your cruelty and chauvinism. While they may be pushovers in small groups, the Freak Street Squad is bound to garner popular support among aberrants if you don't stop the rumors soon.

Keen readers will notice that some of these entries are individuals or groups from the previous table detailing various **Partners**; this is intentional! **Partners** can become **Rivals,** and vice versa, depending on how your game goes! It all comes

down to actions taken by the playgroup, and whether or not they believe it is appropriate, warranted, and interesting! And just as described above for **Partners**, the amount that **Rivals** should affect the narrative and mechanical play of the game comes down to the playgroups own desires.

However, there is a notable difference with **Rivals** that **Partners** don't share, and that's the fact that **Rivals** usually do not take "sudden" or "spontaneous" action. They can, of course, built it is instead recommended that they work using clocks that progress at the end of every contract, or at the start of every payment period. This allows for a sense of building tension, and gives credence to the fact that your **Rivals** are likely just as busy as you are trying to survive and thrive in The City; vengeance against you is but one of their many concerns, and while they may hate you very dearly, sometimes life gets in the way, for better or worse.

This also allows for your fixers to take action against your **Rival** ahead of their clock's activation! These pre-emptive strikes can regress progress on clocks, destroy them entirely, or remove your **Rival** from play, either by killing them, turning them into a non-threat, or otherwise resolving the conflict. Of course, fixers can take pre-emptive measures to satisfy and ingratiate their **Partners** to deepen their bonds and earn greater assistance for the office as a whole, but this method is much less integral to **Partners** as it is to **Rivals**.

The Powers That Be: Factions Across The Cityscape

With **Partners** and **Rivals** understood in their roles and how they can be used then, it's important for players, especially those unfamiliar with the Project Moon setting, to have some insight into the various factions which dominate The City's landscape. A majority of these include the wings whom we know information about based on canon writings, as well as several wings which this game offers homebrewed lore for as a means of further fleshing out the world, but of course, other factions will be included as well.

Faction Name	**Rank**	**Faction Description**
A Corp	The Head	The Head; what else needs to be said of it? It is the first and greatest of the triumvirate powers which govern The City. It is one of the three original organizations who founded The City, and, supposedly, by its own claim, the first of that triumvirate to pose the need, and lay the groundwork for such a project. They create all laws which govern the nature of The City, and have a copy of every technology and singularity to have ever existed within The City. With this power, their dominance and will cannot be denied, but for those times when it is

		questioned, the Arbiters, humans wielding weapons fashioned from singularities, are sent as direct speakers and judges of The Head.
B Corp	The Eye	Second of the triumvirate powers which govern The City, The Eye is entrusted with the cataloging and documentation of all knowledge and events within The City's past, present, and potential futures. Having insight into various potential futures, hazy as it is, they then act upon this intel in order to ensure the status quo is maintained. They achieve this through heavily augmented entities known as "Beholders," who typically serve as direct advisors and aides to top officials in A Corp and C Corp. The Eye is also responsible for litigiously enforcing the law of The Head, ensuring the compliance of, and regulating the activities of the wings.
C Corp	The Claw	Third of the triumvirate powers which govern The City, The Claw is the militant arm of A Corp and B Corp. While each of the latter corporations have their own militant forces, it is C Corp's duty to manage said forces in order to enact the will of their respective organizations; chiefly, The Head. Where A Corp creates the law, B Corp spreads word of the law and demands all respect said law, leaving C Corp with the task of enforcing that law when "diplomatic" approaches have failed. The Claw then is the natural peacekeeper within The City, protecting it against existential threats through coordination with the private militaries of each Wing, and direct oversight over the Hana Association. As for its agents, the most feared delegates of The Claw are simply known as "Claws." They are heavily augmented soldiers capable of fighting multiple Color Grade Fixers at once and emerging victorious. Each Claw is assigned to an Arbiter whom they are sworn to protect with their life, not that The Claw would ever admit that one of its prized, unstoppable soldiers had ever died in the field.
D Corp	Wing	
E Corp	Wing	Eikons Incorporated, or E Corp, stands as one of the three great pillars of The City's entertainment and artistic industries, with X Corp and J Corp being their main competitors. Their claim to fame lies in their closely guarded singularity, which, when exposed to "special individuals," awakens in them a latent talent at the skill level of masters over the course of mere minutes. These masters then are agents of E Corp, Eikons, in reference to the titular name of the wing in question. These Eikons come in many forms, but few if any can be said to be ugly or undesirable. They are social butterflies, confident and curious, yet not without great and grand abilities to back up their whimsy and charm. Truly there is a star magnetism about Eikons which draws in people of all walks, their eyes fixed to

		the screens, their ears listening intently to the radio. Naturally, this leaves E Corp's nest, and even its backstreets, as the performing arts capital of the whole City. Singers, dancers, real time speed painters and sculptors make works that would put the ancient masters to shame; any and all kinds of expression can be found in its perfect form, exercised by the Eikons of E Corp. Just be sure not to touch them unl;ess you pay the fee allowing you to do so; E Corp is *very* protective of its property.
F Corp	Wing	The fairies of F Corp are products of its singularity, and, naturally, greatest mystery. Just as well, while most corporations hide their singularities behind a great deal of material and psychological security, the fairies of F corp, those strange and alien entities which the corporation seems to create and control through the singularity itself, serve as a local fauna roaming District 6. They are capricious and fickle beings who's giggling and laughter sounds like lightning and chalk scraping against metal, and who's true forms are difficult to fully ascertain. They are capable of unlocking anything, physically or conceptually, and the full breadth and depth of this ability is known only by the highest powers of F Corp.
G Corp	Wing	The new G Corp, rising from the ashes of the old one, eschewed the medical and biological sciences for something more practical. Like most corporations, it keeps knowledge of its singularity closely guarded, but, by mere observation of G Corp's finest goods and services, it becomes clear that their singularity somehow alters the laws of gravity, weight, or mass. Most assume the formermost, given it's a word that starts with the letter 'G,' but this is merely a casual, civilian bit of guesswork. By and large, G Corp has its greatest sway over infrastructural and development efforts, using its singularity to ease the logistical and physical problems that arise when undertaking large construction efforts, or when experimenting in the realms of geometry, architecture, and engineering.
H Corp	Wing	
I Corp	Wing	The ruling wing of District 9, popularly known as the "Streets of Music," this wing suffered a great and terrible loss with the arrival of the Pianist, a distortion so powerful that only a color fixer, The Black Silence, proved capable of destroying it. To this day, the corpse of The Pianist remains in the center of the district, and has actually been incorporated into the nest itself, serving as a macabre and strangely beautiful memorial. As for the wing itself and what it does, its singularity allows for strange properties to be given to sound; essentially allowing I Corp to modify sonic waves as they are created. While this technology has been

		used extensively to promote District 9's cultural products, it has also found a home in various private militaries as a means of cowing mobs, and, should the rumors be believed, with the ability to mind control individuals via "entrancement."
J Corp	Wing	The entertainment tycoon known throughout all of The City, J Corp's nest and backstreets are filled with gambling dens, casinos, and games of chance, both sanctioned and unsanctioned, not that much gets done about the latter. These crowded, bustling, and interwoven alleys where dice rolls decide fate, and luck quite literally manifests as tattoos and charms, are the grave of many a desperate city dweller hoping to chance their way out of destitution and certain death. J Corp's singularity was initially going to center around the extraction and application of luck as a physical tool, however it was determined to be too limited in its uses, and so the Wing rose to power with another great discovery; something that can 'lock' anything, be it conceptually or physically. It is believed to be some kind of inverse to F Corp's singularity, but this is purely speculation, though both Corps agree that under no circumstances should any testing take place involving both singularities.
K Corp	Wing	K Corp's singularity is perhaps one of the most coveted of singularities from the perspective of any average city dweller. It can heal wounds exceedingly fast, even allowing for the regrowth of lost limbs as if they were never removed to begin with. This led to the patenting of the famous "HP Bullets," which are quite literally fired out of syringe guns as a means of mid-combat wound treatment. More mundanely, they remove practically any hassle or fear from the lives of K Corp's feathers who can afford ampules of the serum, making them effectively immune to disease and uncaring for any injury which does not immediately kill them. More broadly, K Corp also has great stakes in the general pharmaceutical and medical care industries, as well as a surprising alliance between S Corp in the agricultural sector, using its healing serum to mass produce meats by hacking off limbs and body parts of animals while constantly injecting small amounts of their singularity into their bodies, effectively creating an infinite supply of quality foodstuffs from livestock.
L Corp Remnants	Fallen Wing	L Corp, or Lobotomy Corporation, was once one of the most powerful and mysterious wings to rise to prominence in The City. It was an energy company which superceded the previous L Corp, who also dealt in the creation of energy, but did so via an environmentally hazardous "smoke" which its singularity produced as a by-product. With Lobotomy Corporation's new method, they could

		create a liquid substance known as “Enkephalin” which, when processed correctly, created immense amounts of efficient and clean energy. Alas, the corporation destroyed itself in an event which only a handful of people know the truth behind, most of which belong either to the upper echelons of various wings, or The Head, Eye, and Claw. What everyone does know however is that a great, towering tree like structure emerged from its nest, casting a long shadow over The City. They called it The Library, and for around two years, this Library sent “invitations” out to various individuals across The City, offering them to come to the library to fight for their right to claim valuable knowledge, at risk of being turned into a book themself. Everyone who took The Library up on this offer disappeared and was never seen again... for a good long while at least. While much information has been suppressed about the events surrounding The Library’s disappearance from The City, many still claim they see it looming in the distance beyond the wall surrounding The City, shrouded by a thick fog. Today, L Corp is remembered mostly for the monsters it let loose in The City; not by choice, but by circumstance, as their branch offices were sunk deep underground to keep the creatures, ‘Abnormalities,’ which were used as a part of its singularity, broke free as greedy spelunkers and general infrastructural investigations unearthed the remains of these offices. Now Enkephalin is like a Green Gold, sold as a currency unto itself in the most exclusive and dark of markets, and Abnormalities too are prized as creatures to be studied, and trophies to be claimed. Many of what remains of the Old L Corp staff seek to redeem their tarnished reputations by seeking Enkephalin stashes and aiding in raids on sunken L corp offices, while others simply hide in the dark away, petrified by the horrors visited upon them during their time at L Corp.
M Corp	Wing	The mountainous District 13, ruled by MDM Enterprises, or M Corp, is a common tourist attraction for those who can afford or stomach such a thing as a “vacation” in The City. Boasting some of the most beautiful and elaborate sprawls, M Corp’s backstreets and nest are considered above average places to live, simply by the fact that the Wing actually puts any amount of effort into keeping the former in a relatively decent state, instead of just focusing on the latter. Furthermore, the ease of access to public transit, and the many beautiful vistas one might find while on one of the many suspended-rail trains or waltzing about the peakside infrastructure does well to alleviate the more basic psychological toll the concrete jungle has on typical city folk.... Others claim all of that is just a fancy facade for the typical woes of The City, and the only reason anyone has a better memory of

		District 13 when compared to other districts is because of their singularity: The Moonlight Stones, which serve as wards against psychological attack and degradation. The sheer fact that these stones can be found all over District 13, given they have a calming and soothing effect on any in proximity to them, gives plenty of credence to the notion that District 13 is just like anywhere else; only you don't *feel* as bad as you do there compared to everywhere else.
N Corp	Wing	The strange and bland streets of Nagel Und Hammer's District 14 are as mesmerizing and confusing as they are oddly inviting. It is a district with the lowest crime rates in both the backstreets and nest next to that of A Corp, B Corp, and C Corp due to the specialized "Taboo Hunters" employed as a part of N Corp's private military. This added layer of security is an inviting prospect for many city dwellers, and just as well, N Corp's singularity, "Canned Experiences," offer a more tactile and stimulating reason to immigrate or visit the gray and white corridors of District 14. That, and it is one of the few Wings to not consider suicide a Taboo, punishable by inheritable debt thrust upon the living relatives. Instead, it offers suicide *as a service* through its "Suicide Booths," which do exactly what they advertise, and they are *disturbingly popular*.
O Corp	Wing	Obituary Industries, the "Death Capital Of The City," is perhaps the most morbid yet friendly facing of all the wings. As their name and fame may suggest, they deal in death, and what becomes of the dead, for while The Head clearly states that no religion or spiritual practice should be observed or recognized within The City, O Corp's singularity has given a scientific edge to the matters of what is flesh and what is not. Supposedly, by their own claims, their singularity has allowed them to prove that there is "something" that awaits all humans after death, and because it can be scientifically proven, it is not in violation of the Taboo to publicly observe, and provide services around said discovery. B Corp seemingly agrees, as does the Head, as neither has given O Corp any trouble after its initial investigations when the Wing first rose to prominence. What O Corp offers then is a proper funerary experience, as well as "private visitations" to those who have passed. How this seemingly impossible and mystical feat is accomplished is very poorly understood, even by O Corp's higher ups, who claim that the true nature of the discovery lies with its founder, who shortly took her own life after her submission to The Head was approved, and Obituary Industries was deemed to be a Wing. Regardless, these meetings occur in enclosed spaces with projected, non-physical surroundings, mimicking any environment they so choose, and supposedly rely upon the "clear memory and conscious effort" of those who can afford to partake in this exceedingly expensive experience. Otherwise, O Corp is

		one of the few Wings to take good care of the bodies of any who should die in its backstreets or Nests; and actively combats the sweepers on a nightly basis using its own private military. This makes the wing quite popular among its residents, as any body recovered by O Corp is given a proper burial in “The Grand Sepulchre” where family and friends of the deceased can come to visit them at any time. For a fee, of course.
P Corp	Wing	As one of the victors of the Smoke war, P Corp has enjoyed public support from its constituent population, even within the backstreets, in part through the effective propaganda apparatus which comprises a large part of P Corp’s industry. Ironically then, it is one of the most secretive corporations when it comes to their singularity; even the likes of N Corp and R Corp would call them paranoid. Most corporations avoid enacting the expected espionage on P corp though, in part because P Corp has many deals running with other wings to assist in their own propaganda and promotion schemes, each of which often sees a net doubling or tripling in effectiveness and accuracy once a ‘Spin Doctor’ from P corp becomes assigned to the team.
Q Corp	Wing	
R Corp	Wing	Infamous and adored all the same, R Corp sports the most sophisticated military apparatus of any entity within The City; bested only by The Claw’s own by comparison. Its home district, District 18, while heavily secure in both the nests and backstreets, is home to a great deal of violent crime, or generally violent acts in general, as the Wing promotes physical conflict in all forms among its denizens. This constant fighting serves to “separate the wheat from the chaff” as far as the local population is concerned, and indeed, R Corp sports the most “equitable” of any corporate business model, which is to say, the ladder to climb at R Corp is one done so honestly and simply. If you are stronger, smarter, and work harder than your associate, you will dominate them and supersede them. If you fail to do these things, then *you* will be superseded. R Corp likes to claim itself thus as a pure meritocracy, adding on that this style of governance is what has allowed it to create “The greatest of all private militaries in The City.” For what it’s worth, despite The Claw’s existence, it’s hard to refute their claims, especially to the faces of an R Corp representative, as a baseline requirement for any feather of said Wing is to have murdered someone using only their body. Usually these victims are rival applicants, or, in not-so-rare cases, “enemy combatants” from other wings; typically feathers of wings who look disfavorably on R Corp, or vice versa.

S Corp	Wing	Sprouting Industries, or S Corp, is the cornucopia of The City. Every bit of plant life, no matter how artificial or engineered or genuine, came from S Corp's singularity. It is one of the few singularities to have, supposedly, never fundamentally changed, even as various S Corps have come and gone. In this case, each new S Corp has simply taken up the old one's singularity and used it for similar purposes, which, primarily, has been research into bioengineering new plant and animal life for practical and aesthetic purposes, as well as the mass production and processes of food stuffs derived from said beings. They sport the most "open" backstreets in all The City, as farm lands and grazing fields stretch on for miles and miles. Most of the district's communities then live in underground farming communities who leave the harshness of their buried alleys and slums to tend to the above ground villages owned by the corporation itself. As for the nest, it is notably less "aesthetically pleasing" than the backstreets, if only because the factories encircle it, both physically, and by way of smoke and pollutants. A large dome, called "The Greenhouse," shields the feathers within from any of that however, and has a one way projection of idyllic skies and natural vistas blocking their sight of the smog.
T Corp	Wing	Voted "dreariest place in all of The City," T Corp's District 20 is a drab and dour place to live. It is notably bereft of most typical amenities that even some of the worst backstreets sport; heating is often handled through fireplaces and rudimentary technology, and electronic wiring is sparse. Some call it rustic, while the denizens there know it to be nothing more than a cost saving measure. Oh, and don't mind the fact that everything appears gray and flat; T Corp has taken all color from District 20, and imparts it back only upon those things and people it values most. Hence why T Corp's nest is actually regarded as the fanciest and most upscale of The City. No expense has been wasted to create a perfect living experience for the feathers of T Corp, and so it's no surprise that hardly anyone leaves its employment willingly, or otherwise betrays the Wing's trust. It has nothing to do with T Corp's singularity having a seemingly infinite control over space-time relative to the amount of energy they can supply into their well guarded technologies. Certainly not that. Tea?
U Corp	Wing	As one of four Wings to have districts bordering The Great Lake on the southern end of the City, U Corp is certainly the chiefest among them when it comes to taking full advantage of said coastline. The other, aforementioned wings, V, T, and S Corp, leave The Great Lake as it has always seemingly been; a wasteland-ocean of grime, muck, and monstrosities. Of course, they don't help either; plenty of their industrial waste is dropped off there, and while U Corp is just as guilty of

		taking part in this practice, their nest is also uniquely located along a great deal of this coastline. And, within this Nest, the beaches are truly beautiful; they rival T Corp for prime vacation destinations in The City, as the oceans have been completely purified, to a point of course, and kept pure by way of energy barriers encasing a large section of the offshore water supply. As for U Corp's business dealings, it also takes advantage of the coast through its singularity, marketed through "Tuning Forks" which allow for wielders to connect and mold any two objects together, as if they were one. U Corp sponsors various offices, small businesses, or their own teams of trawlers, lovingly called "Scum Sailors," to recover seemingly endless supplies of refuse and salvageable material from the surface and depths of The Great Lake. Naturally this profitable business has given way to a new era of piracy that now plagues the southern City coastline, with the infamous crew of "Barret's Privateers," being the most feared and deadly of them all. As for land-side affairs, U Corp also founded "The Skunkworks," elite combat engineering crews dispatched to different districts at the behest of their wings to repair underground infrastructure using the tuning forks for speed and safety. This service, and various others, makes U Corp foundational to the current status quo of The City, leaving it with many allies and few enemies.
V Corp	Wing	
W Corp	Wing	District 23, known more commonly by the name "The Streets of Flavor," is ruled by W Corp, a wing that actually has little to do with food, but *a lot* to do with meat. How so? That's classified, you see. Best not to think on it too much. What W Corp *is* known for though is its remarkable singularity, one which has made the corporation as indispensable to The City's upper crust as S Corp, U Corp, and R Corp are. Warp Trains, named of course after Warp Corporation, the proper title of W Corp, can travel between any W Corp installation within The City in ten minutes time. It does so by way of instant teleportation, disappearing after a five minute "spooling" period before its engines ignite and the train vanishes. Immediately its passengers will awake and find themselves at their destination. Another five minutes is then granted to W Corp technicians who run simple diagnostics and maintenance checks on the vehicle itself, as well as general wellness checks on all passengers to ensure they had a pleasant and efficient experience. *To date, no issues have ever occurred regarding passengers and their time spent on Warp trains*. **And don't you forget it.**
X Corp	Wing	XTREME AND XTRAVAGENT XPLOITS INCORPORATED™ is the true name of the

		one, and fortunately only, X Corp, but no one calls it that except the psychos featured in their advertisements, and *those people* call it that because the president of X Corp, “Stevie Hardknocks,” insists that the Wing be referred to by its full name in every official piece of X Corp media and paraphernalia. The fact that “Stevie” is even a known leader within The City sets him and his corporation apart from the rest; most wings prefer to keep a mostly faceless veneer, at least, to anyone not immediately present within its corporate hierarchy. Stevie goes as far as to plaster his face on everything he can; toys, cereal boxes, billboards, mock wanted posters (for the crime of “being too XTREME,”) and basically any other surface owned by X Corp is not safe from having his ugly mug thrust upon it. Despite his exceedingly annoying and eccentric personality, Stevie’s antics have made him one of the most popular and well known celebrities in all of The City. And that’s because he’s died at least seven hundred and forty eight... no, make that nine times. In the time it took to read this he’s likely gotten himself killed again doing some “XTREME” stunt. Yes, X Corp deals in “Xperiences,” but what exactly that means... varies depending on what they’re trying to sell you at any given time. Regardless, X Corp’s District 24 is a den of hedonism, thrill seeking, and general debauchery. It’s not only the birthplace of The City’s most extreme sports (literally, not in the trademarked sense), but also a district with large populations of serial body modders, psychonauts, and “experiencers of the flesh.” As for its singularity, X Corp claims to have discovered a means by which they can “Deregulate The Senses,” which, by their own claims, “Unlocks The Fullness Of The Mind In All Its Horror And Glory.” In reality, this amounts to a wide variety of unique and *exceedingly* expensive augmentations that X Corp offers to its “Most Loyal Xperiencers.” Some examples of the outcomes from these procedures include removing limits on physical senses such as heat, cold, pain, pleasure, and so on. Others change the biochemistry of the brain, causing different, and sometimes wholly new chemicals to be introduced into the body, each of which appears to be unique to each augmented human, and each being the cause of “a uniquely personal emotion or sensation.” Needless to say, X Corp is the leader in the augmentation business, both cybermods and biomods, and, naturally, due to its philosophy about living life to the fullest, as well as its aforementioned stakes in the body modification scene, is **greatly** disliked by N Corp. The hatred is mutual.
Y Corp	Wing	

Z Corp	Wing	A Wing with no district, or so it would seem. Any map of The City would lead any sensible denizen to believe such a corporation does not exist, and they are indeed sensible to believe that. Those who go looking don't often like what they find. Of course, The Head isn't too concerned with hiding its existence, but rather, *encourages* those who know of it to speak of it only when necessary. It could be considered a poorly kept secret to most, but, to quote an Arbiter on the matter: "What the people of The City could do with knowing of Z Corp and everything its activities entail... is next to nothing. Nothing is lost nor gained from making its existence more known, and so it remains... a surprise for intrepid city dwellers to find." In reality, Z Corp's district surrounds the entirety of The City. Geographically, The City can be described like a hard boiled egg. The outer shell, The Wall, guards The City from attacks and hazards that threaten it from The Outskirts. Then there is a tertiary, softer inner shell. This is "The Suburbs," a seemingly lawless land considered to be a part of The City, yet having no obvious corporation lording over it. Then you have the juicy core, the districts owned by Wings Y through A. The Suburbs then are the domain of Z Corp, who has only ever had one task: Defend The Wall at any cost. The Wall is Z Corp's singularity, and has stood from the earliest days of The City's existence. Without it, unspeakable horrors and unstoppable storms of radiation and anomalous death would have ravaged The City, leaving it as another forgettable ruin. But no, Z Corp has stood for all of recorded history (and most certainly longer) as the bastion upon which humanity's destruction breaks. It produces no marketable goods nor provides any services outside of its management of the singularity itself, though it does take a tithe of Suburban wastrels to sure up its own numbers; typically in the wake of a particularly devastating test of its singularity's might. Importantly for fixers and researchers however, Z Corp controls all access going in and out of The City, and while A Corp had once entirely banned trespass beyond the wall, some claim that the current stipulation of "....Without paying the appropriate bribes...." is an amendment that Z Corp pressured The Head into making. The notion that anyone could pressure A Corp then is then swiftly met with derision and accusations of thought crime by particularly terrified or dogged denizens of The City, though maybe there's something to that theory.... Not that you'll ever know.
The Thumb	Finger of The Hand	Class and respect; the two words that best describe the demeanor of this mighty

		syndicate. As a finger, The Thumb is one of the largest and most dangerous criminal organizations in The City, and, uniquely, it is the most traditionally organized. While every syndicate has its power structure, The Thumb adheres to theirs as closely as Index members adhere to their prescripts; with fanatic devotion. For example, the punishment The Thumb deals out to its members for merely speaking out of turn or improperly toward someone of a higher station, even if their station is outside of The Thumb itself, is the removal of one's own tongue. They show an eerie amount of respect and etiquette toward their enemies as well as their underlings, but don't mistake politeness for softness; they are merely efficient in their brutality. The one big edge they have over the other fingers is their acquisition and control over large ammunition stockpiles, matter teleportation technology, and rifling factories. They are the closest thing to a rogue standing army that The City has, and yet they are not an Impurity of The City. The reasons for why this is the case are unknown, but whatever the case may be, The Thumb is here to stay, and demands its prestige and infamy be recognized properly.
The Index	Finger of The Hand	Faith is, by and large, a taboo of The City, and yet The Index has risen to great power in the criminal underworld as the largest and most influential cult The City has ever known. Even more surprising is the doctrine which the Index adheres to, which is to say, no doctrine at all. Well, that isn't necessarily true, but it also isn't false. Simply put, The Index is beholden to orders they receive from mysterious and unknown sources; said orders, printed on special paper, are known as "Prescripts," and when someone receives a prescript, it must be carried out and completed under pain of death or worse. The Index, as one of the five fingers, has its own hierarchy to manage its large power base and many assets, but it can be simply divided into four main ranks: Adherents are any civilian or non-syndicate affiliated members who have taken on, or who have been chosen for, a prescripts completion. They have no actual power, but are "protected" in so far as The Index is concerned with them completing the prescript within the allotted time. Proselytes are the formal rank and file members of the cult-like organization, acting as dedicated agents of the syndicate who have devoted all of their time and life to completing prescripts. This fanaticism and total submission to the prescript extends and deepens in the higher ranks, where Messengers are tasked with the collection and delivery of prescripts, and Proxies clarify the true meaning behind a given prescript, and organize efforts to ensure that all prescripts are completed, or to ensure those

		charged with the failed prescripts suffer dearly for their transgressions. Fortunately, for those outside of The Syndicate who volunteer for prescript completion, should one be successful, they will be paid handsomely in either ahn or favors, though, like any cult, these gifts are but the start of the indoctrination process.
The Middle	Finger of The Hand	Despite major setbacks suffered from targeted attacks on key personnel and infrastructure by the now vanished color fixer, The Black Silence, The Middle remains one of The Five Fingers of The City. At its peak, it was comparable in culture to that of The Thumb but with a far more corporate and cutthroat edge. While The Thumb has a familial organizing structure, The Middle will incorporate any syndicate which proves useful enough to furthers its aims, which are not always as violent or obviously criminal when compared to that of the other finger syndicates. They deal primarily in financial crime, and corruption of the corporations by way of infiltration and blackmail. Some say that The Middle is simply a corporation that failed to become a wing, and in its petulant anger at this rejection from The Head, became a syndicate instead, vowing to take what it believes it deserves. This is of course merely hearsay, as no one save The Head, Eye, and Claw, and The Hana by association, have anything approaching comprehensive and accurate histories of The Five Fingers and their rise to prominence, though it remains a popular theory. Regardless of its veracity, it helps put their modus operandi and criminal enterprise into perspective, as they are undeniably the finger with the most connections to legal corporations, and thus, the most capital to call on. Of course, as they've been forced to rebuild much of their command structure and gather new syndicates to replace the old and scattered ones, their return to center stage of The Backstreets criminal underworld has been understated and derided by leaders amongst the other finger syndicates, claiming the middle to be "The Sick, rotten digit of our motley quintet; ripe for amputation and replacement with something more... comely," per the words of an unknown Maestro of The Ring.
The Ring	Finger of The Hand	The artists and artisans of The City are often bound and shackled by corporate branding departments and advertising firms. True and honest artisanship is rare in The City, outside of workshop offices, and even that is fueled more often by a desire to make a quick buck and end a life rather than as an end goal in of itself. The Ring, as a Finger Of The Hand, detests this truth of The City, and has done everything in its power to beautify the world and reintroduce "culture" to the dim and dingy backstreets. While they may immediately sound like one of the few

		genuinely good and honest organizations in The City, it should be said that their art is... rather macabre, grizzly, and downright anomalous in nature most of the time. This is in part due to their philosophy of self expression before all else: Nothing should stand between a person and their vision. If they desire something, they should take it; damn the costs, for all that glitters is gold, and all that is made with passion is glittering indeed. Their decadence and avant garde sensibilities make them quite easy to spot out in the open, though despite the fact that each member of The Ring is an artist first, each is at least sufficient in the "art" of murder, while higher ranking members are distinguished in their ability to dismember whole swathes of enemies with disturbing grace. More often than not, they appear seemingly out of nowhere around more upscale and well-to-do establishments within Nests, acting as mildly eccentric if well meaning art dealers and craftsmen. They'll invite large crowds to come and view their art, and offer a chance for various guests to take part in "workshops" where they may attempt to impress high ranking members of The Ring. What no one tends to realize until it is too late is that the consequence for failing to impress is usually being turned into an exhibit yourself. In those cases where The Ring appears in the backstreets however, where denizens are far savvier and well aware of The City's dangers, criminal ones especially, hordes of desperate and starving creatives will swarm The Ring's events knowing all too well what is likely to become of them. Anything to get a shot at the slim chance of being taken in as an understudy, elevating their material conditions substantially at the cost of a few measly principles. This alone makes them one of the more "likeable" syndicates by Backstreets standards; at least they offer a way out of poverty with no obfuscation or deceit.
The Pinky	Finger of The Hand	The fifth and final finger of The Hand, The Pinky is a shadowy and cryptic organization housed primarily beneath the surface of The City. Their members are primarily mutated or heavily augmented freaks of nature, as the finger, by its own claim, came about through the partnership of several larger, forgotten aberrant and ratty syndicates, until such a point that they were able to offer the rest of the scum of the backstreets an ultimatum: Join, or die. Suffice to say, many joined, and many died, but when all was said and done, The Pinky was founded on a principle of pain. The Pinky is composed of the sufferers, the forgotten, the wastrels and hated creatures of The City, and they would make all those more privileged and well off than them pay for this fact.

		This was not a pledge of retribution, nor one of even simple vengeance, but one of pure, unadulterated rage and fury; hatred born of hatred. And now they wish this pain and hatred upon all who dare to live, for, in their eyes, no justice can be done to rectify the wrongs of the past, present, and future, and there is no point in denying the truth of reality: “To live is to suffer, and we intend to suffer well, at the expense of all others if necessary.” Needless to say, they are *legendary* for their brutality and wickedness even among the hardest and meanest of syndicates in the Backstreets. The scenes of their crimes often look closer to slaughter houses and torture chambers that have been in use for decades; bodies broken upon wheels lined with glass shards, eyes gouged yet not severed from the body of still living yet dismembered victims, viscera to deck every inch of the halls.... And that’s just what they do to their *own members* who have decided to break free from this mortal coil of their own accord. Truly, The Pinky either does not know the meaning of the word “mercy,” or simply chooses to disregard the concept's existence.
Hana Association	Fixer Association	White is the new black, and The Hana Association makes sure that statement is always. Few non-fixers ever get to see members of this association in the flesh, but all accounts of them range from stoic, quiet heroism, to cold, unerring proficiency. For fixers though, each individual meets a member of The Hana at least once in their life: During the aptitude test each fixer undergoes in order to earn their license. Given that these tests are designed by The Hana, or, at least, approved by them in the case of other associations' own hiring and evaluation tests, it only makes sense that a liaison and branch office for The Hana would exist in every district of The City. As for their actual efforts, it is quite rare to see them in action, be it from another fixer’s perspective,or that of a civilian. They are The City’s elite fixers, chiefest of the associations, and responsible for assigning threat ranks to syndicates and monsters, as well as grades to offices and individual fixers alike. If they’re out and about for field work, then something has likely gone terribly wrong, and, in due time, The Hana will walk away victorious without needing to say a word. They don’t fight for glory, nor for honor; no ideal holds them together, not even a sense of justice, but rather, peace. To The Hana, peace is the current way of things, the status quo, the expected state of affairs. To deviate from the peace then is to defy The Head, Eye, and Claw, and to forfeit your life, though, perhaps “fortunately,” The Hana is never likely to be the first to be sent after any would-be rogue elements in The City. They delegate such tasks to other associations and

		offices first and foremost, and only intervene directly when the situation verges on complete disaster. Then what do they do with all of their time you might ask? Paperwork, mostly. Oh, and, of course, they keep a *very close eye* on the other offices. Who watches the watchmen? The Hana does. And who watches The Hana? No one watches The Hana. Trust in The City, and all will be well.
Zwei Association	Fixer Association	Justice, law, and order. It is these three concepts which sit at the heart of the Zwei Association's philosophy and combat doctrine, further reinforced by their simple, two word motto: "Your shield!" When the poor and weak need defenders from syndicates, when monsters and mutated creatures threaten the stability of The Backstreets, and when individuals fear assassination or capture, and rely on bodyguards, they go to the Zwei Association. Best known for their defensive tactics and surprising resolve, The Zwei has earned itself a place of adoration and respect among most communities in The Backstreets, for while The Corporations may not be as interested in enforcing their laws in various places outside of their nests, The Zwei is there to do the job instead... for a fee. By and large Zwei's biggest contractors are Wings themselves, simply outsourcing the labor of community defense and peacekeeping to Zwei fixers rather than expend any corporate assets to do the job. Of course, these deals are kept rather clandestine, and any attempts to reveal this truth are met with *extreme* litigation efforts by Zwei's affiliated contract offices; the fuzzy, do-gooder narrative they are known by is simply too profitable to be allowed to die.
Tres Association	Fixer Association	Chief among Workshop offices, The Tres association oversees the registration of any and all patents related to fixer work, and non-wing affiliated corporate inventions. In essence, they are like a smaller version of The Eye in that sense, though that should be unsurprising given they seem to answer more directly to The Eye than The Hana in most cases. While this often breeds a great deal infer-association drama and bitterness, The Hana is in no place to argue given how useful The Eye finds the Tres Association to be in its cataloging efforts. Politics aside, The Tres association ensures all fixer armaments from gadgets to weapons and threads are up to codes set by The Hana and The Claw, and do so with exceptional efficiency and a surprising amount of incorruptibility. The association is more akin to a league or guild of artisans interested in perfecting their respective crafts, though they are the greatest enemies of The Ring, and thus their understanding of artisanship and noble craftworks can be defined by that which is honest, cunning, and legal. Again, none of this should deceive anyone with half a brain into believing that The Tres Association are anything short of opportunists, it's just that they have lines they won't cross, like most folks,

		whether they be civilian, fixer, or syndicate affiliated. One thing is for certain though: No one likes them, as they are the main source of superfluous paperwork that builds up in just about every office across The City, and thus, guilty of inflicting terrible carpal tunnel syndrome on untold millions.
Shi Association	Fixer Association	Of the associations to have as your enemy, Shi will be your foe for the shortest amount of time, because you'll be dead before the next dawn. This association specializes in assassinations and covert operations, and for those clients who can't afford mistakes when it comes to rubbing out a certain special someone, accept no substitutes for Shi. Beyond their terrifying accuracy and skill, the Shi Association is known to have some of the hardest and most grueling of company cultures in all The City. Sleep is for the dead, and, as one may expect, *many* people in The City want someone else dead for one reason or another. And while only few may be able to afford the Shi's fixers, those that can are ones with targets that are not so easily slain: Corporate managers, political celebrities, other fixers, syndicate gang leaders; on and on. None of them are easy targets, and thus great planning and care must go into each and every job, so much so that the fixers of the Shi Association run themselves ragged.
Cinq Association	Fixer Association	When the white glove gets thrown down, you know that the Cinq association has sent one of their own to battle in another's stead. Sometimes referred to as the "Dueling Association," Cinq's fixers specialize in just that: Duels and single combat. One might think The City is not a place where single combat in a dueling format would be common, and while there is logic to that, there's also plenty of evidence that shows that a single, powerful, skilled, and well informed fixer can turn any situation on its head. While they often butt in on Zwei Associations duties, usually offering a cheaper if less surefire alternative, Cinq association also mediate conflicts between wings and lesser corporations who prefer to settle things "the old fashioned way." Usually this takes the form of combat in where both fighters, one of which or both is from the Cinq association, battle to first blood, death, or surrender using the tools provided by each respective party. If you were to look at this notion of a fair and honorable duel and call it incredibly insane and naive of anyone to believe two Cinq association fixers wouldn't collaborate such that they both win regardless of the outcome, then you are savvy, but also strangely *wrong*. The Cinq Association has strict codes of honor, a creed by which every Cinq duelist must swear by on their life and legacy. To break this code is to be hunted and killed by your once fellow duelists, and subsequently have every memory of your

		personage erased, such that Cinq's reputation will never be truly tarnished. And while that's all noble and great, ultimately cash is what gets a Cinq association fixer to fight for you, no matter how much they talk about justice or play the part of masked sword wielding superheroes.
Liu Association	Fixer Association	All out war is an uncommon yet sad fact of life in The City. Whether it be a war between syndicates, wings, fixers offices, or, more often, some amalgam of all three, the Liu Association stands ready to end the conflict one way or another. While the Zwei may be designed and specialized at quelling riots and protecting property and the general well being of the public in times of "peace," the Liu are specialized in working in active combat zones, and taking on other military units. This formal military training and greater focus on tactical cohesion across entire sectors rather than pure squad or solo tactics makes the Liu uniquely poised to aid The Claw in enforcing its will and doling out punishment to those Wings who refuse to yield. Furthermore, they serve as a supplementary force that Wings will buy off to have them fight on their side during a corporate war. Otherwise, in more recent years, they have shifted their focus to hunting down distortions and abnormalities, as the levels of destruction they can cause, as well as the universal distaste for them from all corporations and most all syndicates, makes them a natural enemy of everyone. In a way, Liu is on the frontlines of the "Anamolous War" being waged across The City, and will stop at nothing in their attempts to cow the bestial and maddening fury of the abnormalities and distortions that plague the urban sprawl. And who better to be trusted with this duty save the Hana themselves, for if Liu fixers are known for anything else, it's for their courage in the face of overwhelming adversity.
Seven Association	Fixer Association	While far more subtle and downp-layed when compared to other associations, Seven wields one of the most powerful and difficult to acquire weapons in The City: Knowledge. Truth is relative in this world, and lies are rampant, but The Seven Association knows where to find real meaning and information, and uses this skillset to make itself both indispensable and its services highly profitable. Leaders in the field of detective work, investigation, and outmaneuvering its enemies both politically and in the field of battle, Seven association fixers are expected to be well rounded individuals. While academic rigor and deduction skills are typically only expected of office Operators and certain personnel assigned to handle paperwork, Seven's

		philosophy of seeking and accumulating knowledge as its end goal over merely amassing capital has made it both an attractive and exclusive association to fixers who have the mental chops and skill in battle to pass their rather elite testing programs. This selective and restricting recruitment practice has left the Seven as one of the smallest associations, beat out only by the likes of Shi and Cinq Association. But where they fail to muster any large fighting forces, they make up for in unmatched perception and awareness of the going-ons in The City, and have an uncanny eye for detail that each fixer aided by mandatory and complementary augmentations of their sensory organs. Thus as they are the top dogs of the information market, and while much of their "stock" is not for sale, one should heed anything they claim; there's likely more truth to it than you would think.
A-Hocht Association	Fixer Association	The outskirts are so desolate, dangerous, and genuinely taboo to traverse (assuming you can't afford the expensive bribe), yet simultaneously rich in resources, real estate, and full of unknown or hidden treasures so as to illicit natural interest from Cityside interests. Wings of course, despite all swearing up and down that they have "no involvement in business outside of The City," do so while lying so cleanly through their teeth that the words come out like a whistle. How they manage to do this while keeping their nose clean, relatively speaking, is through the A-Hocht association. The founding legend of this association, notable for the fact that it even has a founding legend, goes that an outskirts dweller managed to *sneak past* The Wall and Z Corp's private military; The Janissaries. In doing so they made themselves known to The Head, Eye, and Claw, by surviving a foot trek into the center of A Corp's backstreets up to the immigration gates into the nest, claiming they have "proven themselves worthy" of meeting with The Head itself. The name of this individual, and their ultimate fate, is unknown, but their prowess and knowledge of the outskirts was supposedly used as the basis for the A-Hocht association. As a fixer organization, the A-Hoct pride themselves on being very different from the others; rugged, irreverent of most social norms of The City, and motivated by a wanderlust and desire for adventure rather than coin. It just so happens that money is necessary to keep them alive and helps fund more adventures, so here they are toiling away for a paycheck. Their speciality, their claim to fame, is the outskirts, and their ability to traverse them with greater ease. By following trade secrets passed down in protected written and oral tradition, fixers of the A-Hocht association are able to go far and wide away from The City and return not just alive, but stronger and richer. Thus The Wings hire them to

		discover suitable ruins and deposits of natural resources to plunder, and even Syndicates play ball to get a greater insight into the world beyond The Wall, as the five fingers are known to war for territory not just within The City, but outside of it as well. Beyond just the outskirts, or rather, closer to The City itself, the A-Hocht association is the only one which bothers to keep a strong presence in The Suburbs, and, in fact, gets most of its clients from the seemingly lawless “District 26.”
Devjat Association	Fixer Association	Initially the Seven Association was much larger than it used to be. It was just as elite, yes, but it was also more diverse in its speciality. Alas, its burgeoning population of experts and self important braniacs led it to crumble, not into dust, but merely pieces. While The Seven Association itself of course survived this internal separation, two major breakaway groups of fixers and affiliated offices split from them. These splinter groups, desiring greater autonomy and an ability to more precisely hone and focus their shared crafts, officially became the Dieci and Devjat associations within three years of the schism. The Devjat association then is an agency most concerned with the security of valuable items and intelligence. Where The Seven Association merely aggregated knowledge and secured it for its own purposes, The Devjat sought to extend this service to all within The City, acting similarly in theory to the Zwei fixers, but, in practice, having less concern for life and limb as they do for absolute and utter defense. The Devjat specialize in fortification, construction of security systems, and the best practices for holding down any given location or building. They are famously known for holding an entire four by four mile block of backstreets territory in District 7 under the old G Corp for an *entire year*. This was during the height of The Smoke War, in which the old G Corp hired the Devjat Association to reinforce this border territory of backstreets as a main front against the I and H Corp offensive. Miraculously, even after the nest of the Old G Corp had fallen, this block of territory that the Devjat had been assigned to hold down in had never been breached by any assault in a meaningful fashion. It was only when the association's original offer of payment was fully met, the other half for “when the job was done,” that they finally relinquished their portion backstreets to the occupying corporate forces. Ever since, no one has given it a second thought: The Devjat are the unrivaled masters of defensive military tactics and practical security.
Dieci Association	Fixer Association	Where the Seven Association fails to find the secrets of The City, and focuses primarily on practical, physical investigations, Dieci shines as masters of

		obfuscation, decoding and encoding. Through mastery of cryptology and programming, Dieci fixers are security experts in meat-space and cyber-space. While intranets may be isolated by nature, the sheer volume of different nodes and servers used by corporations, offices, civilians, and syndicates alike warrants having savvy hackers and encryptors for hire around The City. Oddly enough, the vast majority of Dieci's knowledge is stored through analog methods in their grand, almost temple-like offices, written on scrolls and in books, stored on association owned properties modeled and run as universities of sorts. Civilians looking to join the association, and those adopted off of the street by the association itself, gather and live most of their lives here, pursuing knowledge until their final breath. And, of course, given they are one of the two associations born from the schism of the Seven association, they have a strange relationship with that aforementioned ancestor, and the Devjat Association, as each of them have interests in matters of secrecy, mystery, and security. Most notably, as masters of unlocking with a sweet tooth for secrets as fiendish as the Seven Association's own, the Dieci Association are *fierce* rivals of their Devjat counterparts. They are often being employed against one another just as much as they employed beside them. This has left them as bitter rivals in a seemingly endless arms race of infiltration and subversion versus fortification and entrenchment. And while the Devjat have their history in The Smoke War to laud as proof of their power, the Dieci are more low key about their accomplishments, in part because their employers, past and present, would prefer no one knows what exactly has been discovered or stolen until there's no denying anyone that the cat's out of the bag.
Oufi Association	Fixer Association	If it wasn't said enough prior, it will be said again: Contracts and legal agreements are core to the everyday functions of The City. They are so critical to ensuring the most basic of needs are met for any society to function that an entire fixer association is dedicated to enforcing the terms and conditions of said agreements. Of course, The Eye and Claw handle this as well, but usually they are more focused on deals between the wings and the Head, Eye, and Claw themselves, rather than agreements between wings. While they will intervene in other matters of legal documentation as well, usually ones related to patent disputes, the Oufi association is left with the lion's share of contract work to pick up as slack. Immediately one might believe that this is a fate worse than death; consigned forever to toil on endless documents, pursuing nonstop litigation and debt

		collection, but the people who work for the Oufi association either don't care on the account of the good pay, or *live* for this kind of job, and those are the folks you should fear most. Naturally then, the Oufi is the most *hated* association in the entire City; every fixer office or other association loathes having to deal with them, as every word they use is particular and specific, and failing to divine their true meaning or know the full possibilities of meanings ensures you will be taken advantage of by these savvy SOBs. Nevertheless, they are critical to the business, and personal pet favorites of B Corp, so they won't be going anywhere anytime soon.
Dodeka Association	Fixer Association	Death, dismemberment, and suffering of all kinds is common in The City; the gears of its machinery are greased in blood. The Dodeka Association is here to sift through that blood not to spill even more, but to mend and heal, to provide succor where none will be offered by the corporations or syndicates; for a fee of course. And even though it comes at a price, the most basic of Dodeka's services can be afforded by most backstreets residence... if they take out a loan and set up a proper payment plan and risk a visit from the Oufi association fixers for defaulted debt.... Look, the Dodeka is by far filled with the most moral and upright of fixers who are interested in helping people, but it's just as motivated and restrained by profit incentive as organization in The City; the taboo's demand it. All citizens of The City have a right to fail and be failed, and the Dodeka skirt the line of providing too much aid for too little gain. Still, most wings and agents of the Head, Eye, and Claw won't bother prosecuting your average Dodeka do-gooder, as the larger system they work within keeps them in check. And besides, they *are* the association with the most skilled medical technicians, chirurgeons, and disaster response units, and thus serve the interests of the wealthy and powerful just as much, if not more, than they do the poor and destitute. The facts are that everyone wants to live a long and healthy life, but especially those already in power, and thus they will spare no expense to extend their existence. Beyond just general medical care, extraction from dangerous situation, and body recovery, the Dodeka association is uniquely trained and equipped to handle environmental disasters, as well as outbreaks of disease or rampant infection, for while The City is in a strange state of scarcity and post scarcity, nature has not been fully conquered by humanity, and sometimes humanity is reminded of that fact in brutal fashion.
The Udjat	Grade 1 Fixer Office	The burning, enigmatic eye of The Udjat strikes fear and uncertainty into whomever it is trained upon. These masked, nameless, numberless fixers are

		skilled and ruthless warriors, but unlike most fixers, they do not accept jobs from just anyone. They don't even restrict their clientele to prestigious groups, no. They serve only one woman: Dias. For Dias, each and every Udjat would commit countless atrocities, take on impossible odds, or end their own lives. Despite this, the reliability of The Udjat to complete their contracts, even if they only come from a singular source, has forced The Hana to recognize them as a grade 1 office. Whatever Dias wants from all of this is hard to say, but one thing is certain: The Udjat are best left alone. Crossing them will do no good.
The Technology Liberation Alliance	Urban Plague Class Syndicate	Progress is often viewed in the way one might look at a graph: The line steadily rises higher and higher as one goes along the lower axis; the higher it gets the more progress there is. And, of course, progress is a presumed good. The ironically named Technology Liberation Alliance disagrees. Despite what their name may imply, they are not interested in liberating technology, but liberating humanity *from* technology. Progress and technology, in their eyes, has been regressive and harmful, both to the planet itself as well as to human society and behavior. Like all organizations built on ideals, this syndicate is filled with individuals of varying beliefs that all tie back to that central conceit: That humanity must return to a more pure and simple state. The truth however is far more grim than that: The leaders of the Technology Liberation Alliance don't just see technology and progress as the issue, but humanity itself, and so the organization takes on an anti-natal and nihilistic nature, all while propagandizing its members with dreams of edenic utopia free of oppressive technologies. In truth, none shall remain to inhabit the blessed garden they hope to create, and the garden shall be all the more sacred for that reason.
The Yurodiviye	Urban Legend Class Syndicate	In a language that has since lost its name, becoming one of many tongues spoken in the Backstreets, the name of this "syndicate" translates to "Holy Fools." Some scholars would claim it refers specifically to fools who worship some enigmatic, unknown entity known as "The Christ," but most write it off as backstreets superstition, and the rest are silenced by The Head. Regardless of the word's origin, The Yurodiviye are a "syndicate" only insofar as The Hana has declared them criminal in nature. The Yurodiviye would of course not disagree with this, but assert that they are no mere criminal organization, but a revolutionary party. They espouse a philosophy that originally spawned from an academic institute in N Corp's nest, known as "Communalism." The academic circle which devised the main theses and principles of this ideology, while able to spread it far and wide through subversive means, had all of its members imprisoned by agents of The

		Eye for crimes against the status quo, and each of them has since had their identity stricken from all records. The Yurodiviye are one of several groups who carry on the legacy of these nameless philosophers who envisioned a brighter and more fair future for humanity; one in which The City is dismantled from the bottom up and rebuilt by the hands of the majority, the working peoples and the poor. While almost all of these groups argue and fight with one another over which piece of literature is most correct, often to the point of self destruction and sabotage, they continue to be a thorn in the side of corporate forces across The City. The Yurodiviye specifically is unique in its size and armed forces, though, despite having a more organized militant arm than most Communalist syndicates, they have a tendency to sit on their hands, waiting for the “perfect moment to strike” before doing, well, anything, hence why they are only classified as an Urban Legend class threat.
The Inquisition Of Nails	“Rogue” Subdivision of N Corp	While technically classified as a rogue element of Nagel Und Hammer, acting more like a syndicate than a corporate military branch, The Inquisition Of Nails has not been officially given a threat rating by The Hana association, and is otherwise rather difficult to tangle with. Most people correctly assume that this has to do with the fact that N Corp’s leaders have a vested interest in ensuring The Inquisition continues to operate as it has, while taking the more public stance that it does not condone said action; it's a matter of money and who it’s being paid to. And while The Hana are not known for corruption with regards to this purpose of its function, there are certain pragmatic advantages that cannot be turned down. Beyond the controversy, other corporations have also found odd uses for The Inquisition, treating it like a mad, starving dog they can lead around by throwing rotten meat at whomever they want dead, and to their credit, The Inquisition obliges with gusto. They espouse a doctrine that borders on religion but oddly subverts the taboo of faith by centering it on humanity itself. They believe that the human form is “pure” and “holy,” never to be tampered with or defiled by “the wicked influence of machinery and prosthesis.” Augmentation to them is heresy, a betrayal of humanity, and an act of bestializing one self. And to beasts, they believe only fate is deserved: Death. Painful, horrible, agonizing death. Needless to say, they are not well liked by anyone but the fanatic followers who make up the ranks of this ironclad, nail and hammer wielding band of maniacs.

The Sweepers	Urban Nightmare Class Environmental Hazard	At exactly 3:13 am every night, they come. From the sewers and shadows; beneath every home they stir. The Sweepers. Regarded as more a force of nature, or a local fauna to The City, The Sweepers are neither a syndicate, office, or corporate entity. They aren't a distortion, and most don't consider them anomalous anymore due to the fact that they have been a part of The City's ecosystem for hundreds of years, longer than The City's public recorded history, strange as that is. While they bear a humanoid form, bipedal with two arms and a head, none have ever been seen to shown skin, and they can survive surprising amounts of damage to their metal and rubber body-suits. What damage is done to them appears to cause bleeding, yet on examination, the blood samples from slain Sweepers shows an incoherent mess of DNA, implying that their blood is sourced from countless human subjects. This leads into their reason for existence: Procreation, population control, and street cleaning. When they emerge, Sweepers have only one goal in mind: To collect biomass and harvest vital fluid from anything recently deceased or still living. They do so through violent yet efficient means, fighting in complete silence using hooks and needles for weapons. When they get a hold of someone they exsanguinate the body site on scene and then carry the corpses down below back to their nests hidden deep underground. And then, when the clock strikes 4:34 am, as if willed by some inscrutable intelligence, they cease all hostilities and return to the shadows from whence they came, no matter what it is they were doing prior. This period of time is known as "Night In The Backstreets," as The Sweepers exclusively appear in the backstreets and only ever do so at this time. This is why The Backstreets isn't cluttered with rotting corpses and homeless vagrants; The Sweepers quite literally "clean" the streets every night, ensuring not a single sign of life outside of a building remains. Strangely enough, despite having clear desires to acquire blood and biomass, The Sweepers are seemingly forbidden from entering buildings they are not directly invited into, and in situations where they have been invited, they are seemingly unable to commit acts of violence unless first acted upon in violent fashion. This has led many people to believe that they are robots controlled by The Head, Eye, and Claw, which uniquely run on human viscera for a fuel source, but some of their behaviors imply a greater sapience, and even a complete language that they can speak with one another, but one which is inscrutable to normal humans. Whether they serve a high purpose or are simply street cleaning automata though is beyond most people's concerns; no one likes dealing with The Sweepers, because if they've found you, it likely means you're out past curfew.

The Midnight Aristocracy	Urban Plague Class Syndicate	For an untold amount of time, Bloodfiends have existed among non-anomalous humans within The City, silently preying upon them and manipulating various individuals from the shadows. They are distorted creatures who once were wholly human, now rendered physiologically immortal, and empowered with improved senses, strength, speed, and certain anomalous powers by a strange property in their blood. The catch lies in their varied weaknesses also afforded to them by the blood: Direct sunlight burns them, and UV rays cause extreme discomfort and pain, while some Bloodfiends report being unable to enter homes without an invitation, like Sweepers, and others claim that Garlic causes them to cough and vomit uncontrollably when in close proximity.Lastly, and most importantly, they can no longer survive on typical foods. Their stomachs have been altered such that they can only process human blood, and do so by sucking it from the wounds of corpses or living humans through their fangs. This puts this aberrant population in a strange position where almost anyone who learned of their existence would agree they must be destroyed, viewed as inhuman parasites, and yet they must remain in close contact to humans as a means of survival. This led to the creation of the Midnight Aristocracy, a syndicate composed entirely of Bloodfiends and their enthralled baseline humans. In the past, before The White Nights and Dark Days, their goal was simple survival and sustenance: Barely anyone knew of the Bloodfiends existence, and as such they simply did their best to feed on humans in complete secrecy, and, preferably, doing so without causing lasting damage, building up “herds” of humans they could manipulate or entrap into feeding from safely. They would keep this peace through control of their kind ala the Aristocracy, where older Bloodfiends held positions of power harkening to noble status; entire courts and cadre of Bloodfiends were constructed to ensure the hierarchy as respected, and all was mostly well for the Bloodfiends. T hey kept their own population in check by creating a lengthy process of internal legal approval and means testing for determining who is worthy of receiving “the kiss of death,” and who can be entrusted to give it. Their reach has always been limited of course, with various Barons and Baronesses of Bloodfiend courts having contacts with corporate insiders or mid-tier syndicate bosses as a means of ensuring the Bloodfiends never stepped on any toes from organizations too big to handle, given that the Bloodfiends are few in number, But, ever since The White Nights and Dark Days, their kind has received new attention, becoming more widely known around The City due to the actions of one “Blood Red Night,” a star

		of the city level threat, and a Bloodfiend by name of Elena. She killed hundreds, if not nearly a thousand souls in pursuit of indulging her thirst, tired of hiding in the shadows under the oppressive gaze of humanity. At the same time, the distortion phenomena became more widespread, and because Bloodfiends have been found to be distorted by nature, despite predating the distortion crisis, a new strain of Bloodfiends has begun to appear outside of the normal process of granting a human "the kiss of death." This new generation is feral, insane, and driven solely by hunger. While all Bloodfiends possess the thirst, none can claim to have it as violently and intently as this new breed, and so as a means of preserving the old-lineage of Bloodfiends, The Midnight aristocracy has agreed to aid various groups in hunting down the feral breed of their own kind, all while fearing betrayal and extermination.
The Rat King's Court	Urban Legend Class Syndicate	Rats; it's a term used for the most destitute and pitiful creatures that inhabit The City. They are humans, yes, but Rats, by and large, are regarded as less-than-human by most folks coming from nests. They're not just backstreet dwellers to feathers, you see, they are *vermin*. But why are they hated so? Simply put, they are homeless individuals with basically no belongings, no jobs, no hopes of anything beyond subsistence, and no prospects for the future. They are economic dead ends in the eyes of The City and its corporately aligned elements. To everyone else they are pests, as they are often so weak and numerous as to be both in the way and not very useful when mobilized as a whole.... Unless you know of The Rat King, of course. Then you know that Rats, when truly driven, when united under one banner that they are genuinely loyal to, that they are a terrifying force indeed. Necessity is an inventive mother you see, and since the Rats require basically anything and everything at a given time, food, water, shelter, all of which being things they lack and have limited access to, the Rats who survive end up becoming *very* resourceful indeed. The Rat King then is the most resourceful of them all, though despite the honorific "The," there are in fact several Rat Kings in The City, typically one per district. Simply put, The Rat King is the oldest or most powerful Rat in any given district, and behind them, the hordes of desperate, hungry, and huddled rats gather. Under their local Rat King's rule, homeless caravans and wandering bands are directed and information is shared. Knowledge of where the best scrap is, where fights recently broke out so that rats can scavenge the corpses, where fixer offices and syndicate dens are located and if any are currently on patrol; this is the kind of knowledge that keeps Rat communities surviving, and, well, "thriving" to some

		extent. Of course, with this in mind, it should be understood that these are just Rats; on their own they are easily defeated and pose little threat to even grade 9 fixers when outnumbered. But when there's a critical mass of rats, well, then the powers that be have a problem. Of course, Rat Kings do not control their subjects like the corporations do with their drones; there is no slavish devotion, only pragmatic understanding and counsel, with the kings acting more as wisemen and village elders than actual monarchs or power players. Rat Courts then are just places where a sufficiently sized force of Rats have claimed a section of the backstreets as their own, and, as such, swiftly become the "bad" side of town, even by backstreets standards. For all they are rivaled though, Rats, especially when organized under these Kings, can have a surprising amount of useful intel; "word on the street," as it were, assuming you're willing to pay them.
The Aberrant Confederacy	Urban Myth Class Syndicate	Just as Rats gather under Rat Kings, and Bloodfiends assemble as minor aristocracies, the general population of aberrant individuals seek community and aid from one another. By and large, most aberrants are sufferers afflicted with mutations caused by corporate waste dumped into the backstreets, or intentionally inflicted upon them through experimentation. Still, despite the fact that by and large, aberrants are victims rather than simple users of strange and alien biomods, most folks look down upon them, and otherwise regard them with fear; even hatred. To combat this oppression, aberrants have, in the last few decades, united their various underground and hidden communities of shanty towns and nomadic urban families through the Aberrant-Net, an intranet that can only be accessed by aberrants. Normal humans can use it as well, but the aberrant humans guard access to it as best they can, and no amount of money is liable to buy you access. Through this new communication network, Aberrant humans have agreed to several laws and codes of conduct which they should share among their communities. This, coupled with more direct cooperation, resource and information sharing, and so on, led to what is informally called the formation of the "Aberrant Confederacy." The articles of this so-called confederacy exist on the home-page of Aberrant-Net, detailing their laws and creeds. To The City at large, and The Hana specifically, this qualifies them as a syndicate, and, for what it's worth, they aren't wrong. The Aberrant confederation, while doing much good for the disenfranchised aberrants of The City, does so through criminal activity, and cooperation with other syndicates, either directly or indirectly. Most Aberrants aren't a fan of this, but they'll swear up and down that they have no other option,

		and, again, it’s hard to say they’re wrong. Ultimately, until aberrants gain more protections and rights within The City, which is unlikely to happen, the Confederacy will remain a criminal and underground element which concerns itself primarily with survival, and the fight for aforementioned rights.
Barrett's Privateers	Star Of The City Class Syndicate	The Great Lake in all its... well, alright, it’s not beautiful, not traditionally speaking, but in all its vastness! In all that wide open space of tumultuous waves, everyone is well aware of the horrors and monsters. Most are spoken of as if they are stories, and while some may be exaggerated or fictitious, only a fool believes that the sea holds no danger. Barrets Privateers are, and always have been, well aware of that fact, and have used The Great Lake as a base of operations by way of being the *only* syndicate to have a fully operational *navy*. Sure, various gangs on the coast of the southern side of The City have boats, but most of their vessels are like life-rafts compared to the titans of seafaring might that Barrett's Privateers have assembled. The titular Captain Barrett and his fleet of ramshackle yet powerful vessels stalk The Great Lakes for human and inhuman prey alike. On both they feed, draw sustenance from whatever human and aquatic meats they can safely cook, and from both they draw a profit by selling off any plunder they acquire, be it in the form of stolen cargo, hostages, or alien organs and flesh from the deep. This allows them to live entirely upon the open ocean, often replenishing their sea-faring numbers by press ganging captured or lost sailors, and adding their ships to the fleet, either by merely commandeering the ships, or by using bastardized, reverse engineered machines imbued with U Corp’s singularity, to add to their monstrous capital ships. As that might imply, they’ve been a major thorn in the side of T Corp, S Corp, V Corp, and U Corp most of all. By U Corp’s own account even, Barrett was a “Scum Sailor”
The Janissaries	Private Military Arm of Z Corp	The Wall and The Suburbs are the domain of Z Corp; the vaunted “District 26.” While it is called Z Corp, and does have a corporate structure, there are in fact two main powers that comprise the hidden wing. The Corporation half, staffed by surveyors and the typical slew of bureaucrats and district managers, and The Militant half, called “The Janissaries.” Where the former keep a relatively accurate census on the populations within the suburbs and otherwise enforce the taboos of Z Corp on a wider, political scale, The Janissaries guard the wall itself. Their numbers are almost exclusively child soldiers, which is not to say that they are children, but rather, that they were kidnapped or otherwise sold off to Z Corp early in their lives, or conceived on The Wall itself, to serve as future soldiers

		within The Janassariate. They are trained from this early age to kill and survive the worst the outskirts and suburbs have to offer, both mentally and physically. At least a third of this batch become catatonic, and otherwise mentally disabled; unfit for service, and are thus terminated. Another third are developed into typical soldiers; ready and willing to serve Z Corp until they grow too old to fight, or die trying. The final third become eligible for the rank of Janissary. To outsiders, everyone who guards The Wall is a Janissary, but within its own military structure, Janissaries are offices, skilled military units capable in all martial fields physically and mentally. This higher class of soldier, upon being evaluated as sufficient for the rank, engage in bloodsport across The Suburbs as a means of proving themselves; each candidate is stripped nude and left with nothing somewhere unknown in The Suburbs and must survive for seven days while returning to The Wall. If they encounter any of their fellow tryouts, they are instructed to kill them without mercy, and failure to do so is considered a failure of audition. Only when one reaches The Wall do hostilities between cadets cease, and those who survive the trial are the best of the best that Z Corp has to offer. They rival R Corps own elite units, but specialize in defensive rather than offensive tactics, and are uniquely suited to survival in hostile environments and lone-wolf operations. Furthermore, they have the largest arsenal of any organization within The City, rivaled only by the combined might of The Head, Eye, and Claw. No expense has been spared in equipping The Janissaries with tools capable of leveling entire districts in an hour, for that is the base level of firepower that is required to hold a candle to some of what the outskirts have to offer as threats. With all of this in mind, it should be no surprise that realpolitik grants The Janissaries a certain privilege above most wing affiliated corporate militaries. Since Z Corp produces basically nothing, earning almost all of its income from The Head via yearly budgets, and bribes accepted from independent parties and other Wings, The Janissaries are the defacto leaders of Z Corp itself, with the board of directors serving only as figureheads and speakers for the military commanders minding The Wall.
The Sramana Syndicalist Front	Urban Plague Class Syndicate	In District 24, a war rages, one of culture and arms. The main combatants are, naturally, the militant agents of X Corp itself and its supporters, and those who stand in direct opposition to everything X Corp promotes and espouses. The Sramana Syndicalist Front is the name taken on the latter group, and while its title

		suggests that it operates a united, holistic enemy against X Corp, it is, in fact a coalition of disparate ideologically minded syndicates, each having their own bone to pick with X Corp. One thing unites them however, and it is their shared hatred of X Corp's "sex, drugs, and rock and roll" attitude. No, it is not simple hedonism they fight against, as some of the front's own members could be considered hedonists themselves, but rather apathetic hedonism; or hedonism for its own sake. To call X Corp a mere peddling in hedonism though also undercuts the intricacies of the situation, but to spare you the philosophy lecture, simply know this: What X Corp wants is for everyone to experience whatever they so desire, and for that to be their only reason behind seeking out said experience. The Sramana groups believe that a strict code or more robust philosophy must guide any and all actions, regardless of whether it forbids certain experiences, or encourages all experiences. In essence, it is a counter-revolution to that of X Corp's own revolution, as the wing is rather new, having replaced the old X Corp only thirty years prior in a violent coup led by Johnny Hardknocks himself. What the followers of the Sramana believe then is something that flies in the face of The Head's own taboo; the idea that any guiding principles or philosophy should exist beyond its own, especially ones which invoke notions of faith and spirit, which the Sramana philosophies most certainly do. And by all means, these ideological militants are prepared to fight and die for their cause, and have proven time and time again that they will not be silent, no matter how stringently their supporters and members are suppressed and abused.
The Sequencers	Urban Nightmare Class Syndicate	Humanity has reached its limits in the eyes of many. This body, this form that all of humanity roughly takes, it is so limiting yet malleable. But to merely modify it with cybernetics of biotic enhancements is not enough to some. No. And many of these same folks who find the current "solutions" to desiring something greater from the human form also grow tired of The City; the status quo. And if they cannot change The City as humans, then they shall evolve into something more than human. The Sequencers are a syndicate of freaks and geeks obsessed with the evolution and manipulation of the human genome. While almost all of its members use some sort of biomods, biomods themselves are uniquely human in their dna, made to be compatible with the human form; this is not far enough in their mind. It is not

		simply about aesthetics, but nature and instinct, the very make up of our cells. Tirelessly the eggheads of this syndicate work to create various human evolutionary species to varying effect, and then unleash them upon The City as a means of testing their viability in a hostile environment. They know what they do greatly endangers the status quo, and that it is very likely that none of them will be able to become anything more than human, but they have resolved nonetheless to plant the seeds for the species who they believe deserve this world more than us. No matter the cost.
Bringers of The Basilisk	Urban Nightmare Class Syndicate	“If god did not exist, it would be necessary to invent him.” These words, written in hundreds of languages strewn across the backstreets, are the marks of a strange and powerful syndicate. The self proclaimed “Bringers of The Basilisk” are a cult of technophiles. While they are not like most machine cults in that they do not worship all technology as innately good or holy, they have a similarly bizarre, if far more grandiose, central principle: Having found no immediate evidence to any god or spiritual higher power, they shall create a god to fill that void of purpose, and so this god shall be machine. “Deus Est Machina.” Led by an enigmatic man by name of Pascal, this syndicate has carried out multiple attacks on various corporations and wing affiliates in search of specific technologies and resources that they believe will help create their machine god. Beyond this, their motives and reasons for what they do is unknown, as the syndicate is very insular, seldom accepting outside aid, and showing a surprising care for secrecy.
Head-Creeps; “The Conspiracy Of Humanity”	Impuritas Civitatis Class Syndicate	Once, a wise woman said that “The disease of the mind plagues all of humanity,” and so she set out to find a cure. This cure, in her eyes, would be a bright light shining down on all mankind, clearing the haze of and malaise of this illness in one harmonious instance of purity, and so all would be well. This utopic outcome of hers never came to pass, but she has not given up the fight, despite the “disagreements” the powers that be have with both her methods and her desired ends. Regardless, she has a following that is both so united in purpose as to be connected on means more than physical, yet disparate and disorganized as to be impossible to connect to one another. A movement that is stochastic in nature, a revolution with no leader, no armies, no parties, merely a shared subconscious directive: “Change. Flourish. Become.”

		The Conspiracy of Humanity; this is the name The Hana has given to E.G.O.ists and individuals who seek to not just venerate the distortion, but to become distortions themselves, and further spread distortion to others. The sheer nature of the distortion coupled with the fact that agents of this "Conspiracy," colloquially known as "Head Creeps," are both acting in seemingly perfect sync with their cohorts and comrades while also having zero actual connection to said individuals. This effectively creates an organization with an infinite membership base to pull from, and no clear leadership that can be targeted for destruction. In essence, it is the greatest threat to the status quo that The City has ever known.
The Federations of Dust	Impuritas Civitatis Class "Syndicate"	All outside The City are inhuman; so proclaimeth The Head. And yet, venture beyond The Wall and low, you will find humans. Some may be mutated or modified by machinery, others may appear anomalous, but they are unmistakably human. Put a Citydweller and an outskirts born individual next to each other, and introduce a second Citydweller, and they will struggle to tell which is from the outskirts. Still, The Head shall classify one as human and one as inhuman, and as such, the latter will be banished, and the other embraced. In the far reaches then, beyond the lone and level sands stretching far and away from The Wall, you will find life; civilization! And it is quite likely that this civilization shall claim itself to be a part of The Federations of Dust. This nation, fledgling as it seems by comparison to The City in size and grandeur and "progress," is comprised primarily of nomadic tribes which subsist and even thrive in the seemingly boundless stretches of land to be found in the outskirts. While much of it is barren wasteland, various oases exist, dangerous as they still are, and so the humans of the outskirts do what humans have always done regardless of their material conditions: Survive. While the various clans, tribes, and groups part of The Federations of Dust can quite reliably trace their history back to the foundation of the federation and the creation of its articles, most don't know where or how their own communities were formed, or why it is that they are in the outskirts. All they are certain of is that they are forbidden from getting too close to The City, and view Citydwellers who come to scout and survey the outskirts as invaders and trespassers. Not every interaction between the two groups is violent of course, in fact it is quite the opposite; each party knows to stay away from the other, and, fortunately, the vast and confusing nature of the outskirts serves all involved. You're more likely to find more ruins and dust than you are any actual lifeforms, human or otherwise,

		be you a native of the outskirts, or someone from The City. Much slander then is leveled at these “strange and savage outsiders” from the perspective of Citydwellers who have come to learn of The Federation’s existence, and, of course, The Head has codified their hatred and chauvinism by declaring such a nation as an Impurity of The City. While this does basically nothing in any practical sense, it further discourages Citydwellers from humanizing anyone they meet in the outskirts, and helps to keep the whole of humanity divided.

If it was not abundantly clear now, The City is a wild and maddening place full of horrors both mundane and strange in nature. By and large however, every major faction or even minutely notable group or person of interest has both a fantastical and practical desire or motive which drives them forward. That, ultimately, is the key to creating an interesting and tonally appropriate faction or character of your own! There should always be a larger than life air about them while having very mundane problems, or desires related to mundane things being solved in a fantastical way.

So by all means, use the above factions to spice up your game, or add your own to suit your storytelling needs and wants! But with all this talk of storytelling you’re likely eager to figure out how exactly that looks, and with the final two sections below, you’ll hopefully get a good idea of how to both make compelling and fun contracts, as well as bring all of the above mechanics together to run your own game of Dark Distortions.

Signed In Blood: Contracts, Payouts, Payments, And Affiliates

So you have your office and your fixers ready, have a decent idea of how The City works, and so on. Now what? Simple! Get to work! The bills won’t pay themselves, and through contracts, your fixers will earn the ahn they need to survive and thrive in this dystopian urban sprawl.

But how do they work as a game mechanic? Well, as stated previously, they come into play most directly in the **Hunt** and **Contract** phases of play, the former being the buildup and preparation your office takes before engaging with a contract

directly, and the latter, quite obviously, being the actual mission and moment to moment gameplay and roleplay for any given contract.

But before you can even get into these phases of the game, first the storyteller should have a really solid idea of what this contract is about. Just like in more old school wargame tabletops, the storyteller or “game master” has information that the player characters, the fixers, don’t. Let’s break it down in detail:

How to Craft a Contrac: What To Know And Who Gets To Know It

Beginning with the skeleton of any good and well thought out contract, the storyteller of any playgroup should have these in mind when they make a contract.

- What’s the job?
    - What is the playgroup of fixers being asked to do?
- Who gave them the job?
    - Who is the client? What is their relation to the playgroup or to other factions?
- Where is the location of the job?
    - Where will the contract send them? Is it a syndicate den? A certain stretch of backstreets? A corporate building? In what district?
- What’s the pay?
    - How much ahn will be rewarded for standard completion? If no ahn is given, what is the compensation?
- Who’s the primary target?
    - Who stands to suffer as a result of this contract? Who is the opposing force that will trouble the fixers?
- What wasn’t explained about the job?
    - Did the client not have the full picture? Were they deliberately obfuscating certain details? Was the job a trap all along?

Notice that there is no mention of planning for how the playgroup will either succeed or fail during the contract. One of the golden rules of playing the part of the storyteller or “game master” is understanding this adage: **“None of your plans will survive contact with the players wholly intact.”** It is better to assume this to be true than to presume your carefully calculated series of events will trigger. In essence, don’t worry about laying down tracks to railroad players on, instead, create a stage, make the set, give everyone their costumes, and prepare the mood lighting and music. The rest falls to your players, and it is best to get good at improv and on the fly thinking for a system like this.

As stated before, Forged In The Dark systems excel at snappy action packed and tense play, even if there are no big explosions or crazy car chases, the action comes in the form of constant interaction and chances for reaction from both sides of the table; the fixers and the storyteller. It's a back and forth, like tennis.

That said, from the above list, *most* of what was stated should be known by the players from the get go. This can, of course, be limited by how many questions the playgroup decides to ask. Let's give an active-play example:

Bonegrinder Office is a grade seven group of Headhunters. Their ranks consist of four primary fixers (four player characters) and a handful of unnamed affiliate fixers (a common reason that will be given for how a new character can be naturally introduced to the office in the event of player death.)
It's their third office phase; they just got done with a job centered around pushing out some syndicate goons from a once profitable, now abandoned, retail building belonging to an affiliate corporation of T Corp. It was a simple enough job, but it wasn't perfect; injuries were shared all around. Regardless, there's more jobs coming in and the office has to keep the lights on.

The storyteller presents the playgroup with three contracts fresh off the fax machines (or automatic typewriters in the case of T Corp.)

The first is a followup from that same retail company, first, congratulating Bonegrinder Office on its success, though lamenting that simply clearing out the department store husk won't be enough to reclaim it. They want to enlist Bonegrinders' fixers to provide site on scene security as construction crews move in to begin their repairs and set up basic security and vagrancy deterrence measures. They'll pay for three days and nights of security, the time they estimate it will take to fully secure the property and dispatch corporate enforcers to take over; a total of four ahn is what the fixers stand to gain at face value, though there's a stipulation that if the operation comes under threat from something beyond projected risk factors, the Bonegrinders will be further compensated should they hold their ground and come out on top....

Just looking at this singular contract of the hypothetical three that the office would be receiving as possible choices, there's a few things that should be highlighted:

For one, it's a continuation of a prior contract. Using the consequences and elements of prior contracts is **heavily encouraged** to give the game a sense of narrative progression and cohesive cause and effect. While you *can* play the game in a very mercenary and eclectic fashion, having your fixers jump from client to client with no clear narrative adhesive

connecting them and still have a blast, most groups will find the game more fulfilling if they use contracts as a form of web weaving in the narrative, with the fixers not necessarily in the position of the spider.

Back to the above example, why is it that this affiliate of T Corp wants a junked up retail store so badly? Sure, it was supposedly profitable while in operation, and monetary incentive drives many decisions within The City, but surely this is below your paygrade. Then of course they mention *extra compensation* should a greater threat appear; that should be a dead give away to your players that something is up. *Or* it's a red herring, and no *direct* threat will befall the fixers while they're on watch, but the temptation of them to go looking deeper into what this building is actually used for, or why it was shut down and abandoned in the first place, may earn them the ire of their employers.

Whatever the case, it is up to the fixers, the players themselves, to ask themselves these kinds of questions and go investigating during the **Hunt** phase. In essence, you as a storyteller only need to put a few cards on the table; something for your players to chew on and question and be intrigued by. And should they act creatively and in an effective or interesting fashion, then they may yet be rewarded with the chance to see your full hand (though they may not like the cards you play at that point).

Furthermore, referring back to that idea of not planning the exact outcomes or consequences of things, that was partially a lie: You want to have some **loose ideas** on what *could* happen in a very broad sense. Do the fixers not take your narrative bait, so to speak, and play the contract by the book as can be? Cool, perfectly fine; they get an easy job... only to be struck with the revelation that now they are under an NDA, and are legally forbidden to speak of that store and anything they saw there, as well as the fact that it may re-open for business in the future. Do they go snooping and find evidence of corporate experimentation? A hidden bunker? A distortion or abnormality locked away beneath the store? Whatever it is, do they get found out? And if they do, do they forfeit all payments?

Again, none of that above talk needs to be taken very literally, it's all just a bunch of vague "what ifs," with the particular and granular details being ironed out *after* the conclusion has been reached; IE, in the midst of the action itself.

As long as you can react to these variable endings on the fly and provide unique challenges of intriguing questions to your players mid game, you're almost guaranteed to make every contract fun, and every outcome impactful to the wider narrative of your game.

Now, with this basic skeleton and set of principles down, it's time to cover one last essential piece to making any contract: The **Contract Type**.

Murder, Marketing, Or Mystery: Contract Types

Counter to what the title of this section may have you believe, there are much more than three types of contract; in fact, all of them have been mentioned already by name in the **Office Growth Potential** section for each office playbook, as every office playbook has a preference towards three types of contract. This is, of course, important to determining xp gains for your office, but other abilities also have impacts on certain scenarios, which may be more or less likely to come about depending on the type of contract. So, in short, giving each contract its own type is a way of letting the playgroup know what to expect, even if you intend to throw a curveball at them halfway through the job, and leans into the fiction of every office having its own speciality and niche in the business of fixing.

Let's get into each type of contract then. They are listed in detail in a table below:

Contract Type	**Preferred By**	**Description**
Assassination	Headhunters	Your clients have one or more particular targets in mind; VIPs, kingpins and notable individuals. They want them dead, and you'll be the one to kill them. Sometimes the client wants it done quietly, a few particularly vindictive clients want the target to die by a certain method, other times they couldn't give a damn how it's done.
Disappearance		While killing someone is often an easy enough way of removing them from the picture, sometimes it's a bit too blunt of an approach. Kidnappings and more discreet murders abound; the body shouldn't be found, the fate of the victim must be unknown to all but you and the client.
Assault		A particular group or location has earned the ire of your client, and you're going to smash it, or them, up. Break everything that looks at you wrong, ruin roughshod over their lines; breach and clear, no need for subtlety of any kind.
Monster Hunt	Braves	An abnormality, distortion, or anomalous entity is causing trouble for your client, and they needed it dead yesterday. Bring. It. Down. No matter the cost.

Bounty Hunt		A general price has been placed on the heads of any agents from a particular faction; bring those heads back to your client, and you'll be compensated accordingly. The more important the head, the more ahn flowing your way.
Extermination		Some sort of creature, low-life criminal element, or anomalous force has infested a location important to your client. Clear it out and make way for the cleanup crew; no exceptions.
Outskirts Expedition	Antiquarians	Survey a landmark or stretch of land beyond The Wall, or conduct a diplomatic meeting with one of the various communities inhabiting The Outskirts. Remember to pay your bribe on the way out.
Anomalous Observation		An anomalous entity, distortion, or abnormality has caught the attention of your client, but they don't want it dead; at least not yet. They want you to study it from a closer distance than what their monitoring equipment can afford.
Artifact Recovery		An item of particular importance, be it completely mundane, technologically advanced, or even anomalous in nature, has fallen out of your clients possession; fix that. Bring it back and get your pay.
Networking	Suits	Your client needs you to serve as their liaison or diplomat who can negotiate with another faction. Or your own office is looking to get chummy with a certain someone, recruiting them as a **Partner**. Make sure everything goes smoothly for all involved and you stand to benefit either way.
Litigation		Your client has a legal bone to pick with a certain someone; you aren't here to play nice. Play the part of their lawyers and advisors in a court of City law. Remember, the truth is relative in the face of a convincing argument.
Debt Collection		Someone didn't pay their dues on time, but the money won't stay out of your client's hands for long. Find your mark and make them pay, both what is due and in interest. Don't come back until you have what your client is due.
Rescue	Guardians	Your client, or someone they care for, is in grave danger; get them out of

		it. The safety of anyone else is secondary to the individuals noted in the contract, so don't try and be a hero; it won't earn you extra ahn.
Escort		A simple trip from point A to point B. Should be simple right? It better be, that's what your client is paying for: Safe passage. Protect the targets noted by your client and you'll be paid in no time.
Defence		A particular location is of interest to your client, and, unfortunately, is also of interest to someone else. Keep your clients assets guarded and make sure no interlopers or third parties manage to trespass or commandeer what you're paid to defend.
Spying	Creeps	Follow your mark, stalk them, note every interesting or important detail down. Your client is paying well for any useful information on them, but for Wings sake don't get caught. If it's a group they're targeting and not just one person, then definitely don't get caught, or else the least of your troubles will be a bounced check.
Theft		Secret documents, access codes, experimental tech or just plain stacks of ahn; get in, steal it, and get out. Your client is sure to pay handsomely should you return with the requested item in tow.
Disinformation		Sow chaos, cause confusion, create a false flag attack on critical targets. Anything to get the enemies of your client guessing. Throw them for enough of a loop and you can consider this contract complete.
Field Test	Smiths	The invention of your client, an ally of your client, or your own office is about to have its first official field test. Impress the representatives of the Tres association... or sabotage the test. Whatever is in your clients best interest, especially if that client is yourself.
Maintenance		The City always has something breaking and falling apart at the seams; time for someone to do something about that. Do your part and fix up whatever it is your client desires, and, assuming you come back alive, get your pay for it.
Demolitions		Your client needs something leveled. Not clear out, not banged up, *ruined*. Turn the target location into a crater and try not to join the sorry bastards living there six feet under and you just might turn a profit from

		this venture.

The **Contract Types** are, self-evidently, not very complicated or difficult to understand, and that's by design. They're more a group of blanket terms meant to help orient the playgroup with how the next contract is going to go and what the objective is.

A note for storytellers though! Sometimes it can be fun to add in optional objectives to contracts, which, if completed, offer additional ahn rewards at the end of the contract. While these are not built in basekit to the system, any playgroup can utilize this form direction during contracts to spice up the tone and general procedure of things, as well as leaning into the risk reward factor of getting paid.

Speaking of payment:

Ahn, Glorious Ahn: Payments Earned and Payments Due

Every contract pays, naturally, as after every three contract phases a payment is due. As stated before, this breaks the game up into cycles of **Payment Periods**, but now it's time to get into how much is owed each period, and, of course, how much is earned after each job.

Threat Rating	**Expected Payout**	**Suggested Grade**
Canard	~~A~~ 5-8	Grade 9
Urban Myth	~~A~~ 9-13	Grade 7
Urban Legend	~~A~~ 14-20	Grade 5

Urban Plague	₳ 21-29	Grade 4
Urban Nightmare	₳ 30-39	Grade 3
Star Of The City	₳ 40-50	Grade 2
Impuritas Civitatis	Something Ahn Can't Buy; A Favor From The Head	Color Fixers

And just as every fixer, office, and threat to City-life is categorized via a grading system, each contract pays out relative to the threat level of expected resistance, or general difficulty of the contract.

As you can see in the table to the left, the higher the threat rating assigned to each contract, the more it pays out; greater risk, greater reward. Just as well, the more dangerous a contract is, the more experienced a fixer office is expected to be when undertaking it. Of course, daring fixers can take on work above their suggested threat rating, but some jobs will simply be too insurmountable for an office to overcome, and, as such, the client won't even bother considering your office for said work.

Unless they have a vested interest in seeing every one of your fixers die, of course.

Ominous threats and paranoia aside, there are two other things to take note of with this table. For one, the payouts are given in a range so as to allow for playgroups to more carefully manipulate how much Ahn they're actually working with. Furthermore, if a job turns out to be more than what it was at sign on, or another complication arises, as part of the **Contract Phase**, your fixers can try to renegotiate the deal with your client. Furthermore, the suggested grades, as mentioned, are suggestions, and, more importantly, should be treated as a benchmark for contract availability. A good rule of thumb is to take the current highest threat rating your office meets the suggested grade for, and then open up options for one or two threat ratings above that should the playgroup wish to take greater risks. This ensures the fixers have a chance at winning big while also tempering their greed and progression. And don't forget the bonus objectives optional rule; that can change the payout as well, and ultimately is to be used at the storyteller's descretion.

Now, of course, while Ahn is the primary means by which a fixer acquires their flashiest and most effective gear, it is also necessary to their survival, just as it is to anyone else living in The City. If the bills don't get paid, not only will your office likely suffer from forced utility shutdowns, but you'll be up to your knees in paperwork sent on behalf of whoever it is you owe your rent to, be it a wing, an association, or more mundane landlord.

But before we get into the actual mechanical details of what happens when an office doesn't have enough Ahn at the beginning of a new **Payment Period**, we should go over how much is actually due.

There's a few ways "rent" is handled. Narratively it is both a literal cost of rent, as it is unlikely your office truly owns the land it is built on, but also a representation of operating costs. Your fixers need to eat, they need to be paid individual salaries which partially go into basic amenities and their own homes, office supplies, mundane and fixer specific, are constantly in a state of flux. Mechanically, "rent" is what pushes the fixers to take on a baseline level of risk whenever they decide on a contract, and this baseline incentive increases over time, not *with* time, but with office grade.

A note before getting into the table which breaks it down: A prior section stated that office grade ranks can be handled in a more loose, less mechanically rigorous sense, and the systems in this section are meant to be compatible with any method provided in the previous ones. But, because office grade rank directly ties into the baseline amount of Ahn you'll be expected to gather within any given **Payment Period**, in a sense, correlating to a level of difficulty your fixers are expected to face, being *too* loose with office grades without providing enough Ahn or supplemental gear with which fixers can use to up their arsenal can lead to a problem of your fixers being of either too low a grade, too weak in regard to how much XP they've gained for the level of threat you want to show, or simply don't have the money to afford tools of the grade that comes anywhere close to the threat levels of enemies your facing. With that in mind, always try to keep pacing in mind; slower is always better for ensuring your players don't get overwhelmed, and, if things get too easy due to going at a slower pace, it's likely safe to bump the office up a grade or two as a means of upping the stakes.

Now, onto the table:

Office Grade	**Affiliate Status**	**Payment Due**
9-8	**Unaffiliated**	₳ 8
	Affiliated	₳ 6
7-6	**Unaffiliated**	₳ 13
	Affiliated	₳ 10
5	**Unaffiliated**	₳ 20
	Affiliated	₳ 16
4	**Unaffiliated**	₳ 30
	Affiliated	₳ 24

3	**Unaffiliated**	₳ 41
	Affiliated	₳ 33
2-1	**Unaffiliated**	₳ 54
	Affiliated	₳ 43
Colors	**Unaffiliated**	Operating Costs are more of a *suggestion* to fixers of your caliber. Just do good work and you'll be fine.
	Affiliated	

Let's break it down simply: The math involved to generate these costs is easy enough. Simply take the average of any contract payout relative to its threat rating and multiply it by three, as you can do three contracts in one **payment period**. Then simply take forty percent of that number and round either up. But what about the affiliate status? What does that even mean?

Well, the term has been thrown around casually earlier in this book, and that's because it's a general business term. But it also has a mechanical effect with regard to your own fixer office! **Affiliate Offices** are fixer offices which work *under* a larger fixer office; typically an association, but the hierarchy can become much more complicated and pyramid-like. The drawbacks and benefits are simple: **Affiliate Offices** get reduced operating costs and have a stronger political relationship to whomever their superior office is. This can allow for your fixers to borrow gear from these more powerful offices, or be used as justification for taking on more unique or dangerous, yet rewarding, contracts. However, speaking of contract choice, you don't get any as an **Affiliate Office**. The office above you, the one yours is affiliated with, for all intents and purposes, controls what work you get, meaning the player designated as the storyteller gets to decide what contract you take. They may offer you some chances to influence that choice, but it won't ever be easy or without risk. There's no explicit system for working that side of this system however, so play it by ear; think logically. How would *you* tell your boss that you won't do this assignment, but will instead take on another?

Hypotheticals aside, it should go without saying that these numbers provided above are modular, and very well should be changed if your playgroup would have a more fun and interesting time with cheaper or more expensive operating costs. The reason this forty percent metric was provided was to give an easy to read theoretical baseline; what you should expect any fixer of any grade to make in a certain amount of time, and how much they'll have to save if they want to keep the lights on.

So by all means, fix the numbers to your liking, just keep this simple principle in mind when you do so: The more ahn your

fixers get to spend without fear of not meeting their operating costs, the faster they will accumulate power, and the more easily they will recover from wounds and stress; and the inverse is true should you increase their operating costs.

Dryer Lint and Loose Pennies: Coming up Short On Your Operating Costs

Now, what exactly happens when fixers *don't* meet their operating costs? Well, there's a few ways to go about it, detailed below.

Approach	**Consequences**
Debt, (in)glorious debt!	Your fixers couldn't pay, and now not only will this debt be deducted from their next payout, but you'll owe interest. Whatever amount of Ahn is owed, multiply it by 1.5x, and then use this total as the amount due. Until this amount is paid, no Ahn can be spent on anything else, and all fixers take 1 stress at the start of every office phase until this debt is paid (including the office phase this first takes effect).
Downgraded	If you can't make ends meet, do you really deserve that rank? Your office's grade, and the grade of all involved fixers is reduced by one, and all fixers suffer two stress after they feel themselves taking two steps back after only one step forward.
Crunch Time	It's time to pay the piper, and sure, you were able to get the money to pay, but not without great sacrifice; that of your time and energy specifically. To avoid missing the payment, your fixers have gone into overtime, and no, it won't be paying extra; this is just to make ends meet. All fixers suffer one level two harm, "Exhaustion," as a consequence of their long hours and sleepless nights spent working to scrounge up spare coins and bills to pay your dues.
Predatory Loans	Your fixers couldn't front the bill, fortunately, they kicked the can down the road. Unfortunately, there's no changing the fact that you'll have to confront that can again soon,

	and now it's much, much worse off. A certain someone, or perhaps an organization, has offered your office a loan that's too good to be true, not that you could refuse in this sorry state. You agreed, and now you owe them, big time. When the next payment period rolls around, either pay 2.5x the Ahn cost, or pay the baseline cost and undertake a "special contract" to pay off your dues. You can expect the latter option to be exceptionally dangerous.
Asset Seizure	Since you can't pay with cash, you'll pay with your finest trinkets and most precious tools. A fixer lives and dies by their kit, so, perhaps you could call this murder, but you'll be forfeiting a great deal of kit to the debt collectors. An amount of gear with Ahn value equal to your debt owed, increased 1.5x times, will be seized and considered lost to your office. Base Acquisitions and Licensed Resources can't be selected for this seizure because they refresh; only gear independently bought can be chosen by your fixers. Yes. This can include your augments. And no, the removal of those won't come with a complimentary anesthetic.

As seen above, there's not one definitive way to handle coming up short on any given payment. In fact, it is suggested to mix it up, or even combine these template consequences, as a way of providing a sense of real economic dread and difficult challenges for your fixers to overcome in future contracts.

More can be made of course, as customization and flow are priorities of the system, but nothing's wrong with taking these standard options. The most unique among them of course has to be the Debt Collection one, especially because it may include a "special contract." To explain, this contract is technically like any other, except it doesn't pay out. It's simply required for your office not to come under heavy fire and scrutiny from the person or group you borrowed from. Generally, it should be a threat-tier level above what you'd expect, or just plain old difficult.

Putting It All Together: Dark Distortions In Practice